

No.11 FEB 1985 85p

GAMES FOR:
SPECTRUM, BBC, VIC-20
and COMMODORE 64

GAMES
REVIEWERS PLAY
MAMA LLAMA
Exclusive Preview



NOW INCORPORATING
GAMER



GOATBUSTER!

The JEFF MINTER interview



Australia \$1.70.
New Zealand \$2.00.
Malaysia \$3.25.

System 3 Software PRESENTS Multi Arcade Activity From America

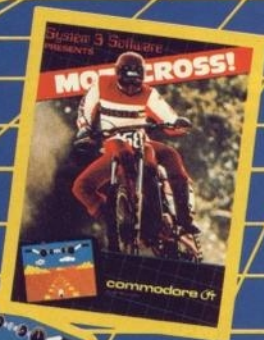
• ALL TYPES OF TRADE
ENQUIRIES INVITED

No.1
USA
TITLES!

MOTOCROSS! SUICIDE STRIKE JUICE!

for the **commodore 64**

SYSTEM 3 SOFTWARE
EXCLUSIVE IMPORT PRICE
WAS £24.95
NOW £7.95



AVAILABLE AT: Boots, W. H. Smith's, Lasky's, John Menzies, Woolworths and all good computer stores.

DISTRIBUTORS: Microdealer, Tigger Distribution and Centre Soft

At the start/finish line you strap on your helmet, check your instruments, gun your engine and surge onto the course. Through the corners, up the hills, into the ruts and down the straight you manoeuvre for position and try to beat the clock. Stay ahead if you can. But whatever you do, stay on course. If you don't, one of two things will happen. You'll slow down and lose valuable seconds getting back into the race. Or worse, you'll end up on the seat of your pants. Who says computers don't like to get dirty?

Your agents risked their lives to find the enemy's secret headquarters. Now you're risking yours to destroy it. And they know you're coming. Time is short, so you'll have to fly, bail, fly, or fast, and not squander your precious fuel supply. Needless to say, they don't issue parachutes on missions like this. As you soar over hundreds of miles of distinctly unfriendly territory, the action is thick, fast and frighteningly three-dimensional. Fighter aircraft, surface-to-air missiles, helicopter gunships. The attacks come from every direction. Even from behind.

Edison, the kinetic android, leads a frustrating life. All he really wants to do is build his circuit boards and go with the flow. But things keep getting in the way. Nohms — a negative influence — bug him regularly. They're harmless, but they have a motive. Flash, the lightning bolt, disconnects everything in his path. Which can be frustrating after a hard day on the circuit. And the cunning Villenwallt is out to fry poor Edison's brains. But our hero simply solders on. Juice! is the ultimate current event. You'll get a charge out of it. And a few jolts too!

HOW TO ORDER

To purchase any of the above games, simply fill in your name and address on a piece of paper, enclosing your cheque made payable to: SYSTEM 3 SOFTWARE, and post to the address below. Please allow 7 to 14 days for delivery. Overseas Orders: Add \$1.00 per game ordered.

DO YOU WRITE
YOUR OWN
PROGRAMMES?
If you have a
marketable
programme send it
to us for
evaluation. Payment
Terms and
Marketing plans.
Send to Product
Development
Manager at the
address below.

System 3 Software

South Bank House, Black Prince Road, London SE11
Tel: (01) 587 0873



JACK HITS THE MASSES

BIG JACK Tramiel, head honcho of the new-look Atari Corporation, blew into London one wet day in December. "I've just come to meet you guys," he growled at the huddled, dripping masses of the computer press assembled to see him. BIG K's man, more huddled and dripping than most, was there.

Big Jack fired his plans for Atari at his audience in a machine-gun style. "I'm gonna build a new line of computers for the masses". "I've invested \$75m of my own money in this operation and we're looking to raise \$150m by the summer of 85." "MSX? It's a very nice machine." "I don't compete with IBM, I build computers for the masses."

Those 'masses' will be seeing if Jack has put his money where his mouth is later this month at the giant Consumer Electronics Show in Las Vegas when four 'families' of Atari products will be revealed.

The first will be the video games division, still centered around the VCS. The new 7800 system (see BIG K No.5) has been scrapped.

Family 2 will be a line of 8-bit machines comprising 48K, 64K, 128K, music and portable machines. The 800XL survives with new styling and all software for the 8-bit line will be

compatible with it.

A new 16-bit micro featuring the 68000 processor and high-grade graphics comes in presumably to challenge Apple's highly successful Macintosh. It will have a new operating system developed by Atari and Digital Research and will also contain GEM, DR's 'Macalike' WIMP (Windows Icons Menus Pointers) system.

Top of the family tree will be a line of 32-bit 'Workstations' for professional users featuring CAD CAM capabilities.

Atarisoft will continue to convert software for other micros and will also be used as an outlet for peripherals. Video game ROMs will comprise about 10% of the market in 1985.

Big Jack had a few kind words for the country he was visiting. "The U.K. is one of the strongest countries of development software," he said. Atari would be looking for a lot more support from outside in the software area.

Tramiel blew out of town leaving the huddled masses in no more doubt that 1985 will see Atari heavily on the offensive, eager to restore its tarnished name and image. BIG K's man, still dripping on the luxury shagpile of the conference hotel, was made of sterner stuff, however. "We'll see," he said knowingly.



"EUREKA" CRIES THE WORLD

EUREKA! the multi-part arcade/adventure opus with the 25,000 quid in ready prize, is set to become a worldwide hit. Already the game, written by adventure craftsman Ian Livingstone and programmed by Hungarian software house Andromeda, has been converted into French and German editions. *Eureka!* publishers Domark have already got deals lined up with the U.S.A., Canada, New Zealand and South Africa. Even Hungary is in line for its own edition.

50,000 copies of the game have sold in Britain alone, 11,000 have gone to France and a further 50,000 will be shipped to America next month. The French edition has been converted for the Oric (through Domark have no plans to market an Oric edition here) and contains some changes to the game—the French have put up a separate 250,000F prize to the first person to solve the mystery of *Eureka!* Otherwise, the rest of the world are competing for the same £25,000 which, unless claimed by December 31st this year, will be shared out amongst those who came closest.

Domark has already been besieged by pleas for help. One man even claimed his son's interest in history has been reawakened by the game and his schoolwork improved dramatically.

As for what will follow *Eureka!*, Domark would say little other than they had a "biggie" lined up for this summer.

REALLY, WE DO OUR BEST, HONEST . . .

YAMAHA CLAIMED that their new computer/synthesiser is such an advanced concept that everyone should go on one of their training courses before they can use it.

That includes journalists — we're not getting any review machines until we seek enlightenment.

This much we know . . . the new machine, the CX5ME, is an MSX machine coupled with a music synthesiser, a MIDI interface for connection to other musical instruments, and a separate music keyboard. It's only a 32K machine, but in addition to the regular GI chip specified by MSX, it contains a more advanced model used in the DX3 range of synthesisers. It all sounds a bit costly at around £600, but you do

get a lot for your greenbacks.

As for the education of journalists — Gosbar Skank, editor of the best-selling magazine *A Small Rodent's Guide to East European Servers*, comments, "With my extensive ongoing extended lunch-break commitment I just don't have the time for this sort of thing. Besides, I know everything about computers — aren't they those people in suits who turn up for work regularly?"

Seriously, considering that the trend in computing is towards systems that can be understood with a minimum of documentation, such as the amazing Apple Macintosh, isn't it a bit backward-looking to expect people virtually to earn a diploma before they can get started?



Embarrassed computer journalists—caught in the process of learning—refuse to show their features.

BOOTS IN MSX BLUNDER

OXFORD STREET wasn't the only road in London to be lit-up by bright lights this Christmas. Had you wandered down Fleet Street you might have noticed the bright red glow of embarrassed faces. Somehow the price of the Toshiba MSX micro featured in the Boots advertisement which appeared in the *Daily Telegraph* and the *Guardian* had been cut by a hefty £100.

Fleet Street's Gremlins beat Spielberg's by a couple of days, altering the cost of the

Japanese micro from the standard £279 to an attractive £179. At that price even the most dubious hackers might be tempted to dip a hardbitten toe in the MSX waters.

Disappointed customers were being told by Boots staff that it is a mistake, and that they were sorry but the £279 price tag stays. Maybe they would feel happier if they were told that Boots' advertising department was queuing up for a mass ritual suicide.

LAST GASP FOR THE VIDEO ROM?

WITH THE news that both Parker and Coleco are pulling out of the dedicated video game cartridge biz in this country, the party looks to be all but over for the video game freak. The computer is king. Those antique-looking consoles with their gaping ROM slots are just a thing of the past. Only Atari remains to support its ageing VCS system.

A spokesman for Parker Video told BIG K that the decision to withdraw from the British market was taken in the U.S. where the parent company is based. Parker wee, "... All ready to go" with a line of computer conversions of their top-selling titles when the plug was pulled. Earlier last year the company had announced a lone of ROMs for Sinclair's ZX Interface II (see Big K No.2) but these never saw the light of day.

However, three of Parker's most recent releases for the Atari

2600 VCS will be available in Britain through a special arrangement with the Sidcup-based Silica Shop. *Frogger 2*, *Three Deep*, *Star Wars* — *The Arcade Game* and *Gyruss* can all be obtained through Silica, who purchased the entire consignment of the new games. Marketing Manager John Arundel told BIG K that the exclusive distribution deal meant that the games could be sold for £12.95 each, as opposed to the £34.95 price tag that Parker put on all previous releases.

In addition to the Parker trio, Silica have added *Pooyan*, *Strategy X* and *Marine Wars* to their range of over 200 VCS ROMs. The latter three came from Gakken and retail at £9.95 for *Pooyan* and £6.95 for the other two. Silica Shop can be contacted on 01-309 1111.

HACK IN LUCKY DIP DRAMA

THE MUSIC BIZ made a pounce on the software biz just before Christmas. Ariolasoft, stepdaughter of Arista Records, set new standards for pizzazz when it invited 16 million thirsty hacks to a majestic launch thrash in London's West End. Ariolasoft are majoring on US buy-ins — heading

their debut list is the CBM version of *Lode Runner*; they also present such other American classics as *Murder on the Zinderneuf*, *M.U.L.E.*, *Spelunker*, *Realm of Impossibility* and the venerable *Choplifter!*, all initially on CBM 64, though conversions will follow shortly.

To celebrate their arrival in the snakepit, Ariolasoft organised a prize draw. And guess what? First prize — a CBM S-64 luggage — went to the Oliver Hardy lookalike in the picture, none other than BIG K Ass. Ed. Richard Burton. (That's him second from right, eyes a-glitter with lust.)

BIG K: "Frankly, I'm over the moon with regard to this one. How much do you reckon I could get for it?"



BBC UNDERWATER SERVICE

The world of computing can now claim the biggest wally shake-down since the April Fool's Day broadcast about Italian spaghetti trees, or H.G. Wells' radio play *War of the Worlds*.

Answering what he believed to be a spoof "error message" query on his *Micro User* problem page, Mike Cook quipped "Take your computer immediately back

to the dealer as this error message indicates that it is about to explode".

Some readers did not see the joke. Dealers certainly didn't. In the weeks that followed hundreds of BBCs were flung onto shop counters up and down the country, whilst some proud owners beat hasty retreats, pale-faced and sweating. And the

strange thing was that they all had their fingers wedged firmly into their ears.

Finally the dealers twigged the score, when one customer stayed long enough to explain — a customer holding a large pail of water containing an Acorn BBC Model 'B' computer. Some people will believe anything they read...

INTERCEPTOR TAKE ON THE MIDDLEMEN

HEARD ABOUT a great new game but couldn't find it on sale anywhere? Before you curse the software house involved, stop and think. Chances are you're a victim of one of the many distributors around — those faceless middlemen that actually control what reaches the shelves in your friendly neighbourhood software store. At least that's how Interceptor Software, amongst many other companies, see the situation, they are constantly frustrated by being elbowed out of the way by the 'bigger guys' of the games industry.

To counter this and get their games out to a wider audience Interceptor have launched their own software club. Members receive new titles automatically each month and, if they buy, get another game from Interceptor's range absolutely free. There are also newsletters, posters, stickers and other special offers. Started in September, the club had over 10,000 members by Christmas.

Interceptor told Big K that their mail order sales had gone up dramatically in recent months, a response, they claimed, that was a direct result of punters being unable to find a wide selection of games through the major retail outlets. Unless distribution is improved, they told us, many small companies will face a bleak 1985.

In an unrelated incident, Interceptor is helping all those Commodore hackers who are having problems loading turbo-assisted programs due to bad tape head alignment. The Azimuth Head Alignment Tape costs £7.99 and comes complete with a manual and screwdriver. The user loads the program and uses the on-screen instructions to adjust the tape head position of the cassette unit with the screwdriver (sounds like a recipe for chaos to us).

If you want to find out more about this or the software club, Interceptor can be contacted at Lindon House, The Green, Tadley, Hants.

WHEN THE WRITS HIT THE FAN . . .

ATARI ARE going in for the kill on plagiarism of their games. The first company to tremble under the threat of the judge's hammer are MRM Software. Atari observed that MRM's game *Castle of Gems* bore quite a lot more than a passing resemblance to their own *Crystal Castles*. Atari claim to have lost "substantial sales" in the past due to copyright infringements. And holding exclusive rights to classic games such as *Donkey Kong*, *Pac-Man*, *Defender* and *Pole Position*, who can blame them?

Does their latest move presage the amassing of the

Atari White Army across the vast game-snaffling wastelands, under the leadership of new General Schlemiel?

"Yes" say Atari's P.R. "This is just one of the changes we're seeing under the new philosophy." Atari wouldn't disclose their exact line of fire — but our guess is that many are the ears that are burning, and many are the unsaleable copies that soon will be.

The writs are also down for Ocean — for whom Elite have shown no mercy — only stunning alacrity in binding Ocean with restraining legal chains immediately upon the release of *Airwolf*.

Elite have the official licence to create a computer game based on the TV series, *The Hit*, following their success with *The Fall Guy* conversion. This town wasn't big enough for the two of 'em . . . and while one of them leaves, series two of *The Hit* is due to be broadcast next month.

AMERICAN DREDD HITS BRIT-CIT!



Judge Dredd, 2000 AD's top cop of the future, will now be dispensing justice monthly at a newsagent near you.

The **Judge Dredd Monthly** is a 32-page colour comic featuring classic Judge Dredd adventures from the 2000 AD memory banks. Previously sold only in America, the **Judge Dredd Monthly** costs 60p and goes on sale in this country from issue number 15. Adventures in No. 15 include "Block War" (Prog 182); "Umpty Candy" (Prog 145); and "The Ape Gang" (Prog 39).



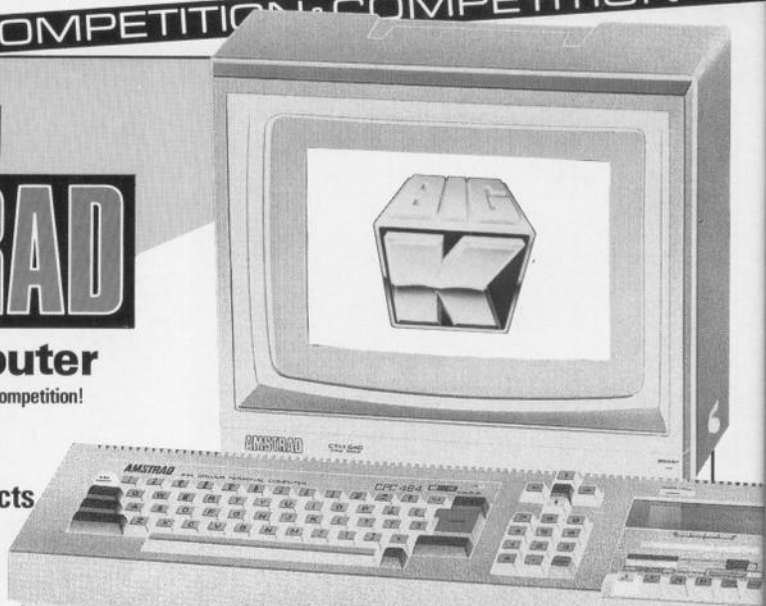
**JUDGE DREDD MONTHLY
ON SALE NOW-PRICE 60p**

WIN AN AMSTRAD

CPC464 Computer

in our super BIG K/Software Projects Competition!

5 Runners-up win the complete Software Projects Catalogue for Amstrad and Spectrum!



HOW MANY times have you bought an arcade game, loaded and played it and thought "Great!... but if only I could do this or that to make it better." Or perhaps got frustrated because the third screen was 'impossible' and you'll never see the other 47?

SOFTWARE PROJECTS have produced the player's dream, a great all-action arcade game... which YOU can change. Bored with having only five lives? Okay, have more. Don't like the order of screens? Alter them.

You move around screens using ladders and drilling through barriers to collect treasures. Meanwhile you're being chased. Can you succeed where others fail and move on to the next screen? Can you get on to the hi-score table? Play it and see.

The game is LODERUNNER and is available for the Spectrum 48K at £9.95. We have only mentioned a few of the features. Read on and find out more! And just look what you could win if you enter our simple competition!

HOW TO ENTER

We have listed eight features of the fantastic new game by Software Projects, 'Loderunner'.

What we want you to do for this competition is place them in the order you consider they would most appeal to a computer user seeking value for money.

Write the key letters of the eight factors — in ink — in the spaces on the entry coupon. For example, if you think that "Joystick/keyboard option" would be the most appealing of them all then put 'B' in the first space. The letter of your next choice goes in the second space, and so on for all eight.

Complete the coupon with your name and address and don't forget to fill in the second coupon if you wish to know more about Software Projects products. Post your completed entry to: BIG K LODERUNNER COMPETITION, LONDON, SE99 6YP, to arrive by the closing date which is Thursday 28th February, 1984.

HOW DO YOU RATE THESE?

- 150 screens — a mammoth task with plenty of variety.
- Joystick/Keyboard option.
- Homing chasers — keeps the pressure on.
- Highly addictive — tear yourself away if you can!
- Redesign each screen as you wish — unlimited challenge.
- Screen progression option if you're stuck.
- Drill your own escape route — try different ways.
- All user-design changes can be saved to tape.

ENTRY COUPON BIG K LODERUNNER COMPETITION

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

In entering this competition, I agree to abide by the rules and to accept the published result as final and legally binding.

Name Age

Address

My computer is

DO NOT DETACH

I am interested in knowing more about Software Projects products.

Name

Address

My computer is

PLEASE CUT NEATLY AROUND THIS LINE

RULES

There is no entry fee but all entries must be on an entry coupon cut from BIG K and must bear the entrant's own name, age and address.

Every accepted entry will be examined and the First Prize awarded to the entrant who, in the opinion of the judges, has shown the most skill and judgement in placing the listed factors in the order of appeal to a home computer user seeking value for money. Remaining prizes will be awarded for the next best entries on order of merit. No entrant may win more than one award.

In the event of a tie or ties for any prize(s) then a further test of skill will be conducted by post between tying competitors to determine the eventual winner(s) or winning order.

All prizes must be accepted as offered. There can be no alternative awards, cash or otherwise. If the winner

is aged under 18 then parental consent must be provided before the prize can be awarded.

Any entry received after the closing date will be disqualified as will any received mutilated, illegible, altered, incomplete or not complying with the rules and instructions exactly. No responsibility can be accepted for entries lost or delayed on the post or elsewhere.

The judges' decision and that of the Editor in all other matters affecting the competition will be final and legally binding. No correspondence can be entered into.

The competition is open to all readers in Great Britain, Northern Ireland, Eire, the Channel Islands and the Isle of Man except employees (and their families) of IPC Magazines Ltd, the printers of BIG K or of Software Projects.

All winners will be notified and the result published later in BIG K.

Tandy® Let Your Computer Play Host To A Hero!

Frogger
£7.95
26-7303

Pengon
£7.95
26-7307

Buzzard Bait
£7.95
26-7351

Cuthbert
In The Mines
£7.95 26-7314

Worlds Of Flight
£7.95
26-7359

Keys Of The Wizard
£7.95
26-7310

The adventure doesn't end here! See the extensive range of colour software available from Tandy. Some games require Extended BASIC, 32K memory, joysticks. Check with your local store for details.



*Adventure That Plugs
Straight Into Your TV Set!*

Get A Fantasy Factory!

Is it a bird, is it a plane? It's the 16K Colour Computer 2! And with its exciting choice of adventure and educational software it's everything you can imagine. Add to this it's complete specification and Tandy's lowest cost Colour Computer is the ideal introduction to computing.

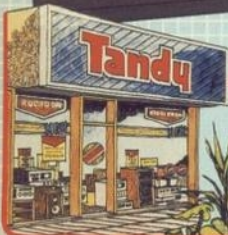
26-3134 £119.95

16K Extended BASIC Colour Computer 2. The advanced capabilities included mean an even bigger choice of software, more exciting graphics and action, and added sophistication for your own programs. And the baddies are even nastier!

26-3136 £139.95

64K Extended BASIC Colour Computer 2. When Frogger's hopped it, Cuthbert's mine is exhausted and somebody's eaten the Penguin, it's time to get back to work. The professional-standard facilities of the 64K option give you advanced computing power. Until it's time to play again!

26-3127 £199.95



Take A Look At Tandy, Today!

Visit your local store or dealer and ask about our expanding range of microcomputers and software - we service what we sell!

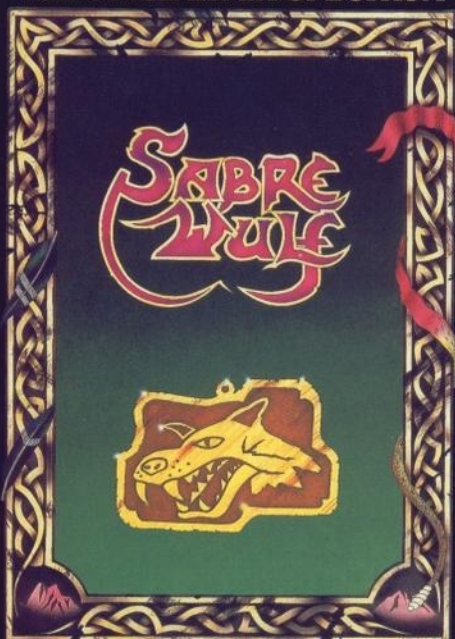
See Yellow Pages For Address Of Store Nearest You!

48K SINCLAIR ZX SPECTRUM

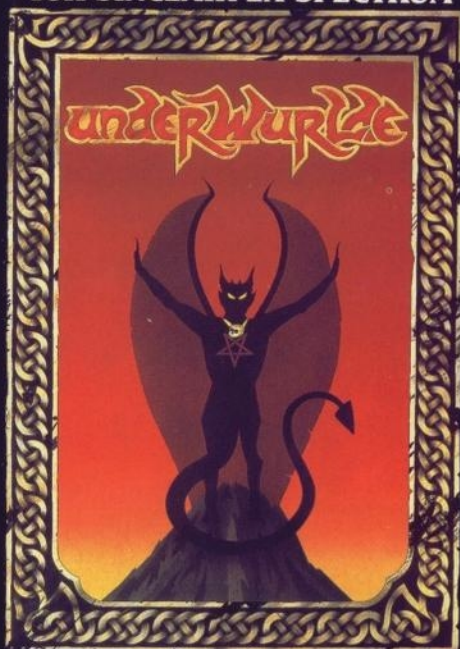


BBC MODEL B 1.2 OS

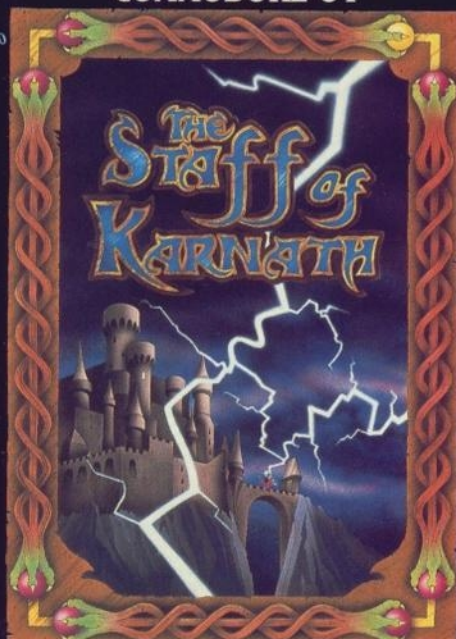
48K SINCLAIR ZX SPECTRUM



48K SINCLAIR ZX SPECTRUM



COMMODORE 64



"KNIGHTLORE", "UNDERWULDE", "SABRE WOLF", and "STAFF OF KARNATH" recommended retail price £9.95 inc VAT. Available from W.H.SMITH, BOOTS, J.MENZIES, WOOLWORTHS and all good software retail outlets. Also available from ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU (P&P are included) Tel: 0530 411485

48K SINCLAIR ZX SPECTRUM

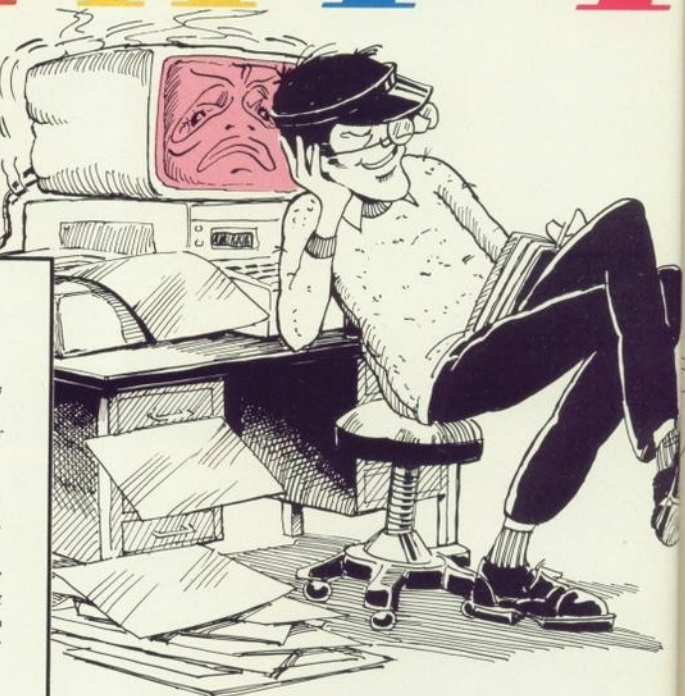


"ALIEN 8" recommended retail price £9.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P included) Tel: 0530 411485



SHAF T

**HOW TO BE TOPP...
at Software reviewing.
In a searing expose,
FIN FAHEY blows the
gaff on BIG K's secret
reviewing techniques.**



```

5 GO TO 200
10 REM *****
20 REM Simulated Hacking
25 REM Allowing Fast
30 REM Turnover Electronic
40 REM Reviews (SHORTER)
60 REM by Fin Fahey
70 REM *****
80 REM
90 REM s/r to truncate string
S
100 LET n=2
110 IF x$(n TO n)="" THEN GO TO 130
120 LET n=n+1: GO TO 110
130 LET x$=x$(1 TO n-1)
140 RETURN
150 REM
160 REM Start of Program
169 REM
200 GO SUB 2000: REM Initialize
210 GO SUB 300: REM Make
220 GO SUB 400: REM Ratings
230 GO SUB 500: REM Do review
240 PRINT "Another review (Y/N)?
"
250 LET x$=INKEY$: IF x$="" THEN
N GO TO 250
260 IF x$="Y" OR x$="y" THEN GO
TO 210
270 IF x$="n" OR x$="N" THEN ST
OP
280 GO TO 250
290 REM
297 REM Game Name + Baker
298 REM
299 REM
300 LET
$=s(x):
GO SUB 100: LET n$=x$
305 LET a$=x$
310 LET
x=1+INT (RND*63): LET x
$=s(x): GO SUB 100: LET o$=x$
315 LET
x=1+INT (RND*63): LET x
$=s(x): GO SUB 100: LET o$=x$
320 LET
x=1+INT (RND*63): LET x
$=s(x): GO SUB 100: LET h$=x$
330 LET
x=1+INT (RND*63): LET x
$=s(x): GO SUB 100: LET h$=x$
335 LET
x=1+INT (RND*63): LET g
$=s(x)
340 CLS
350 PRINT n$
360 PRINT g$
390 RETURN
397 REM
398 REM Get ratings
399 REM
400 LET gr=INT (RND*3)+3
410 IF gr<1 AND INT (RND*6)>2 T
HEN GO TO 400
420 IF gr<3 AND INT (RND*6)>3 T
HEN GO TO 400
430 LET pr=INT (RND*3)+1
440 IF pr<1 AND INT (RND*6)>2 T
HEN GO TO 430
450 IF pr<3 AND INT (RND*6)>3 T
HEN GO TO 430
460 LET ar=INT (RND*3)+1
470 IF ar<1 AND INT (RND*6)>2 T
HEN GO TO 460
480 IF ar<3 AND INT (RND*6)>3 T
HEN GO TO 460
490 LET or=INT ((gr+pr+ar)/3)
500 PRINT "Overall: ";x$(1 TO o
r)
510 PRINT
597 REM
598 REM Do review
599 REM
600 GO TO 610+or*20
630 IF RND*2<1 THEN PRINT h$;"
continue to promote standards of
boredom and incompetence since
to none, having set a precedent
with the appalling ";o$;"": GO
TO 700

```

```

640 PRINT "Judging from this (a
me offering, ";h$; are a no-hop
er outfit who with any luck will
shortly slide into an unearned
oblivion."": GO TO 700
650 IF RND*2<1 THEN PRINT h$;"
have certainly improved since re
leasing the abysmal ";o$;"": GO
TO 700
660 PRINT "Adequately competent
version of the classic ";o$;"":
GO TO 700
670 IF RND*2<1 THEN PRINT "Mind
blowingly brilliant reworking o
f the immortal arcade classic ";
o$;"": GO TO 700
680 PRINT h$;" seem dedicated t
o maintaining the incredibly hig
h standard established with thei
r smash-hit classic ";o$;"":
700 GO TO 700+(4-gr)*20
720 IF RND*2<1 THEN PRINT "Neve
r in all my years of experience
as an ill-paid hack have I seen
graphics implemented with such f
air and intelligence."": GO TO 600
730 PRINT "On the strength of t
he graphics alone, this game is
on a par with the Mona Lisa, the
Sistine Chapel, and Michel's 2
001."": GO TO 600
740 IF RND*2<1 THEN PRINT "The
graphics are convincing if unspe
cacular."": GO TO 600
750 PRINT "Graphics are not the
game's strongest point, but they
're O.K. if you like that kind o
f thing."": GO TO 600
760 IF RND*2<1 THEN PRINT "The
creators of this game deserve th
e electric chair simply on the s
trength of the graphics alone."":
GO TO 600
770 PRINT "Usually this game i
s about as appealing as teenage
sne."": GO TO 600
800 GO TO 800+pr*20
820 IF RND*2<1 THEN PRINT "So d
isjointed is the game action, it
is clear that the authors are s
uffering from severe organic bra
in damage."": GO TO 900

```

I.R.

Doubtless, you have been frequently awe-stricken by the sparkling wit and stiletto-sharp accuracy of our reviewers down here at BIG K. By special permission of our noble and gracious editor, I am empowered to inform you that our output is now almost entirely automated.

After all, reviewers have lots of better things to do, rather than go through vast heaps of luridly illustrated cassettes trying to sift a few jewels from the dross. Just imagine a combination of lumberjack, astronaut and psychoanalyst. That's the sort of person who would be ideally suited to the task. We so far haven't found anyone to fill the bill, so rather than waste vital gum-chewing time, we rely on SHAFTER! (Simulated Hacking Allowing Fast Throughput of Electronic Reviews).

This masterpiece of software engineering runs on the Spectrum 48K super-computer. It is a fully flexible system, and output can be 'mood-tailored' according to the user's wishes. We recently installed version 2

(listed here), which contains the ultimate in user-friendly, labour-saving features. We don't even have to look up all those tiresome game titles and software house names any more, since the system constructs them for itself.

We're sure that you lot out there have never noticed the difference. But just in case you do go and ask for *Toad Cruncher* by Psychoyawn at your local retailer, they're more than likely to tell you that it's out of stock, rather than admit ignorance. A case of the emperor's new clothes. The object of the exercise, is to knock out entertaining and plausible-sounding prose, and this is what SHAFTER! does really well. Type it in and you'll see that being a reviewer is simplicity itself. You may even want to start your own magazine as a result. Should you do this, please take great care not to muscle in on our pitch as we do a very nice line in cement overshoes, and our office is very conveniently situated for the river...

```
000 PRINT "Playing this is like
having your brains extracted via
a your left nostril with a dirty
teaspoon." GO TO 900
040 IF RND#2>1 THEN PRINT "Once
you've had the rules translated
from the original plain Serbo-
Croat, the game proves to be pas-
sably playable." GO TO 900
050 PRINT "Game playing standar-
ds are not about to set the worl-
d on fire, but it's quite adequa-
te for a rainy afternoon." GO T
O 900
060 IF RND#2>1 THEN PRINT "The
game action is so involving, so
exquisitely balanced, that one i-
s convinced that this game is th-
e creation of superior minds, po-
ssibly god-like in their capabil-
ities, but certainly representing
the next step in human evoluti-
on." GO TO 900
070 PRINT "Fantastically varied
play scenarios. Although even a
child of three could master the
game rules, the action is consi-
stently challenging." GO TO 900
080 GO TO 900+RND#20
090 IF RND#2>1 THEN PRINT "It's
also about as addictive as shar-
ing a prison cell with a psychot-
ic axe murderer." GO TO 1000
090 PRINT "I would rather be ca-
ught selling home-brewed beer in
Iran than play this game once m-
ore." GO TO 1000
040 IF RND#2>1 THEN PRINT "Plea-
sant enough to fill a few idle h-
ours, particularly for under-fiv-
es." GO TO 1000
050 PRINT "The game does have a
certain odd fascination which k-
epts me playing it, although I do
n't know if I'd want to load it
up again." GO TO 1000
060 IF RND#2>1 THEN PRINT "So a-
ddictive is it, that I am now
having to attend a special clip-
ic and after six months of inten-
sive therapy, have cut my playin-
g hours down to ten a day." GO
TO 1000
070 PRINT "It is completely imp-
ossible to stop playing this gam-
e. I'd very much like to, since
I haven't even eaten in three da-
ys. Will someone out there send
help...please."
```

```
1000 GO TO 1000+RND#20
1020 IF RND#2>1 THEN PRINT "I co-
nsider the very existence of "n-
s," as definitive proof that the-
re is no God." GO TO 1100
1030 PRINT "People who have the
nerve to even contemplate mark-
eting dross like this should at l-
east be locked away for a ver-
y long time." GO TO 1100
1040 IF RND#2>1 THEN PRINT "All
in all, a workmanlike, if unorig-
inal effort." GO TO 1100
1050 PRINT "This shows promise,
so let's hope that "h," get th-
e best together in future." GO
TO 1100
1060 IF RND#2>1 THEN PRINT "I ca-
nnot imagine any pleasure compar-
able with even three seconds see-
ing playing "ns;"." GO TO 1100
1070 PRINT "It will be nothing s-
hort of a national tragedy if ev-
eryone in the UK is not immedi-
ately compelled to play this game
-at gun-point if necessary."
1100 PRINT
1110 PRINT "From: "h$
1120 PRINT "Format: Cassette"
1130 LET C=INT (RND#200): IF C<
100 THEN GO TO 1130
1140 LET C=C/20
1150 PRINT "Price: "C;
1160 PRINT "Graphics: "X$1 TO
91
1170 PRINT "Addictiveness: "X$(
1 TO 9)
1180 PRINT "Playability: "X$(1
TO 9)
1900 RETURN
1997 REM Initialise
1998 REM
1999 REM
2000 DIM S$(30,20): DIM T$(30,20)
2010 DIM B$(30,20): DIM C$(30,20)
2011 DIM M$(30,30)
2020 LET N=0
2030 LET N=N+1: READ X$: IF X$=""
THEN GO TO 2050
2040 LET S$(N)=X$: GO TO 2030
2050 LET N=N-1: LET N=0
2060 LET N=N+1: READ X$: IF X$=""
THEN GO TO 2080
2070 LET T$(N)=X$: GO TO 2060
2080 LET N=N-1: LET N=0
2090 LET N=N+1: READ X$: IF X$=""
THEN GO TO 2110
2100 LET B$(N)=X$: GO TO 2090
2110 LET N=N-1: LET N=0
2120 LET N=N+1: READ X$: IF X$=""
THEN GO TO 2140
2130 LET C$(N)=X$: GO TO 2120
2140 LET N=N-1: LET N=0
2143 LET N=N+1: READ X$: IF X$=""
THEN GO TO 2147
2145 LET M$(N)=X$: GO TO 2143
2147 LET N=N-1: CLS
2150 PRINT "Select Cu-
rrent Mood"
2160 PRINT: PRINT "1. Brain de-
mage/Strife"
2170 PRINT: PRINT "2. It's Pay-
day"
2180 PRINT: PRINT "3. Just bac-
k to work"
2190 PRINT: PRINT "4. Tranked
up"
2200 PRINT: PRINT "5. Monday B-
urn"
2210 PRINT: PRINT "6. Hungover"
2220 PRINT: PRINT "7. Recently
deceased": PRINT " spouse/pa-
rent/budgerigar"
2230 LET X$=INKEY$: IF X$="" THEN
N GO TO 2230
2240 LET N=VAL X$: IF N=0 OR N>7
THEN GO TO 2230
2250 LET N=N
2260 RETURN
2297 REM
2298 REM Data Statements
2299 REM
3000 DATA "Alien","Toad","Blob",
"Galaxy","Zombie","Robot"
3010 DATA "Alien","Atomic","In-
vader","Hamster"
3020 DATA "Attack","Force","Ambu-
sh","Hegazap","Quest","Encounter"
3110 DATA "Patrol","Adventure","
Wars","Buster","Cruncher"
3150 DATA "Micro","Psycho"
3200 DATA "Zappa","Nova"
3210 DATA "Inter","Shark","Rippe-
d","Crook","Bent"
3250 DATA "soft","tronic","Soft-
ware","Fun","Games","Projects"
3300 DATA "death","yawn","Ware","deal"
3350 DATA "Nascom 1","Jupiter Ac-
tive","Hattie","Aquarius"
3410 DATA "ICL 1904E","Cray II",
"Tandy TRS-80"
3420 DATA "Unexpanded ZX80","ENI-
AC","Abbey","Analytic Engine"
3450 DATA ""
```

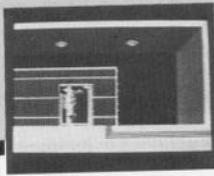

The FERRET

Tony Takoushi

IT APPEARS that someone out there shares my observation (from the last issue of Big K) over Uncle Clive hiring the Imagine hierarchy to do *Bandersnatch* on the QL.

I hear that Clive received a

parcel of Imagine games (including such classics as *Frantic/Pedro 64* and *Schizoids*) with a note saying something along the lines of 'You hired the authors of these games to do your conversion!'



AFTER THE recent announcement by Rocksoft that they had various music copyrights and they were enforcing them against software houses (Mastertronic's *Chiller* being a prime example), I wondered who Rocksoft are:

Could they be part of The Performing Rights Society? Or The Mechanical Copyright Protection Society — both of whom represent various music interests? No, to my surprise, I found that the backing force of Rocksoft is none other than the Spectrum Group. It would appear to me that they are buying music copyrights and charging software houses (amongst others?) for use in their games. Why is one of the biggest forces in UK computer distribution taking a fee from many companies they supply to and distribute for?

Let me put it another way. Who says you can't have it both ways!

Thank heaven for little girls? Two girls, to be precise. Heather Lamont (ex-Rabbit) and Bruce Everiss's (ex-Imagine) wife have joined forces in a company called Softsource which will distribute software to retailers.

As for Bruce he's now a leading force in Tansoft. He is said to be on a salary of 30k with a Mercedes company car and credit card.

THERE'S EAGER and there's eager. But *Ocean* is a little too keen these days. *Ocean* were so sure they would get the contract for *Airwolf* (from the hit TV series) that they had full colour ads designed and printed in the computer press saying they had the licence and the game was

available. Now I know for a fact that *Elite Software* (Steve Wilcox and Co) have definitely got the contract from MCA (the Merchandising Corp of America).

P.S. Stop Press: *Elite* are suing *Ocean* along the lines mentioned above!

I relish the prospect of the launch of the *Stratos* from *Oric*. It is said to have a special video controller chip with very high resolution and 16 colours, 64K RAM, multi-directional scrolling, 2 ROM sockets and 3 1/2" disc drives.

OCEAN HAVE hired two mega-game programmes, John Gibson and Ian Weatherburn, from Denton Design to do some freelance work for them — but, of more interest, they are said to be producing a game that could be released under the newly acquired Imagine logo.

MARK BUTLER will soon be back in the software industry. He will be launching a new company called *Rebel City* early 1985.

ALL YOU budding Spectrum software houses will be happy to hear that a conversion ROM is rumoured to have been released in the US. It will allow bog-standard UK Spectrum games to run on the US Timex 2000. Could this give the Spectrum a new lease of life?

Jack Tramiel, ex-Commodore boss, now heading the revitalised Atari Corp.

WITH THE arrival of Jack Tramiel at Atari, plans are afoot to stop converting arcade titles for the 64. After seeing the official *Galaxians* on the 64, all I can say is THANK GOD! *Galaxians* (not to mention that terrible so-called *Defender*) is one of the most disgusting games I have seen this year. It is slow, the graphics and sound lack bite, and it plays like a real dodo. Steer well clear of this one; it's a strong contender for Worst Game of the Year.

GOSSIP...GOSSIP...GOSSIP.



UP FRONT

Ramalama! It's Mama Llama!

Camel Ye Faithful and knuckle down to a session of JEFF MINTER'S newest smasherooni—and a continuation of the Ungulant Saga. TONY TAKOUSHI reports . . .

JEFF MINTER's pilgrimage to Peru last October was the inspiration for his latest game called *Mama Llama*. It features a (surprise!) mother Llama and her two babies, all of whom are being attacked, in the best Minter tradition, by aliens.

The game follows the Minter style of a good shoot'em up but uses smooth scrolling backdrops to good effect. The scrolling backdrops are a first in that they are very colourful (unlike Tony Crowther who sticks firmly to four background colours).

The overall aim is to survive and protect the baby llamas, who mimic their mothers every action so as she leaps and spits at the aliens so do they! You have many sectors to patrol, with scanners within each section to help you locate any approaching nasties.

Following on from *Sheep in Space* and *Ancipital*, Minter has further evolved his gravity routines to allow incredible permutations on the alien attack patterns and on the movement of the llama. If you manage to clear a sector a warp gate will open to another sector, but you can choose to stay where you are a little longer.

Other sectors include the Inca City, Egyptian City, Space City, Rock City and Inca

Homeworld — the gravity and viciousness of the aliens being suitable altered for each.

One of the most outstanding features of Minter games is his increasing ability to make the game feel good to play. When you pick up the joystick it feels true. Real gamers will know what I mean (the rest of you will just have to work at it!).

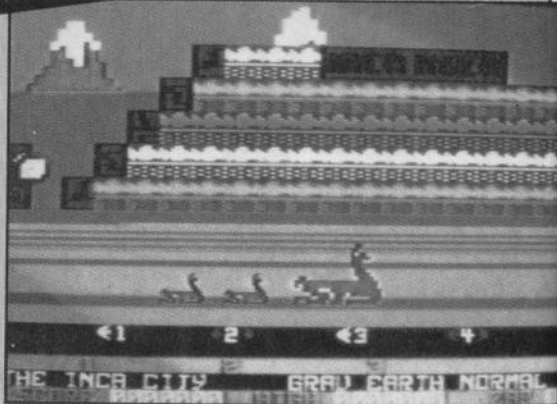
At the time of review the game was only half complete and had to be reviewed as such due to print deadlines but even semi-complete its quality stood out and I look forward to seeing the finished item.

Rescue From Fractalus could be the finest 3D game in existence—that is said hand on heart. *Behind Jaggi Lines* (as it is otherwise called) was written by an Atari/Lucasfilm team who based it on the film *Return of the Jedi*.

MOTHER

You are placed in a cockpit looking out of your mothership preparing for launch. Press the fire button and the screen explodes into a crescendo of colour (honest!) as you zoom out through a launch tunnel and descend to the planet on a rescue mission for standard pilots.

As you fly around the planet your instruments show where



the stranded pilots are and you have to get within three lengths of them before you cut out your engines to land and rescue them. After you land you must switch off your boosters and wait for the pilot to run toward your ship from his wrecked craft.

As he hears you open the airlock (a beautiful soft hiss of air this) and wait for him to bang on the hull of your ship as he clambers in. You then fire the boosters, pull the ship's nose up and fly around to rescue the other pilots.

Life is not exactly easy as there are enemy posts positioned around the mountain tops firing on you — and the pilots you try to rescue could be aliens who trundle up

to your ship and smash your viewing screen.

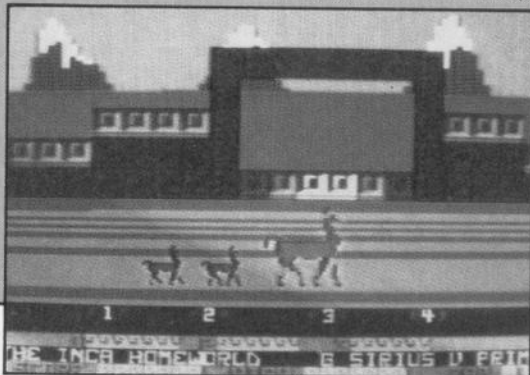
I cannot really begin to do this game justice in a written review as it has to be experienced to be believed. The way your craft swoops into valleys and climbs up the sides of mountains and drops down over them gives an incredible feeling of exhilaration. There is a game called *Encounter* on the market from Novagen (a *Battlezone* clone) that offers very fast 3D graphics, but this Atari game humbles it.

MASQUERADE

Rescue from Fractalus has 99 levels to choose from, with anything from three to 33 pilots to rescue, accurate and fast enemy laser posts and ever-increasing aliens masquerading as pilots.

It is officially available in the US now and Atari plan to release it in the UK, although no firm date is available at present.

I can think of no better reason to go out and buy an Atari than to play this game, and I promise you won't be disappointed.



Howling Through The Rooms

Gun loaded with silver bullets firmly to hand, FIN FAHEY stalks the chambers of Ultimate's latest mega-epic

KNIGHT LORE with the Sabreman. He finds a game that won't be cracked easily . . . or so he thinks.

There's no rest for Sabreman. Having emerged triumphant from his encounter with the fabled *Sabre Wulf*, he must now conquer the animal side of his own nature, for he has now become a werewolf. The only person who can help is the renowned wizard Melkhior, who unfortunately is a tetchy old geezer. To ensure that he isn't disturbed by idle callers, the wizened savant has surrounded himself with deadly traps and barriers of all sorts. Me, I'd just take the phone off the hook, but you know how wizards are.

So, in time-honoured arcade-adventure style, you have to get through them, collecting all the components of a potion which will free your soul from the dread curse of lycanthropy.

What makes *Knight Lore* such a joy to play, though, is the sheer style of the animation and room graphics. Ultimate eschew the use of screens full of bright clashing primary colours to concentrate on the details, and in doing so demonstrate that games can be highly playable and tasteful simultaneously.

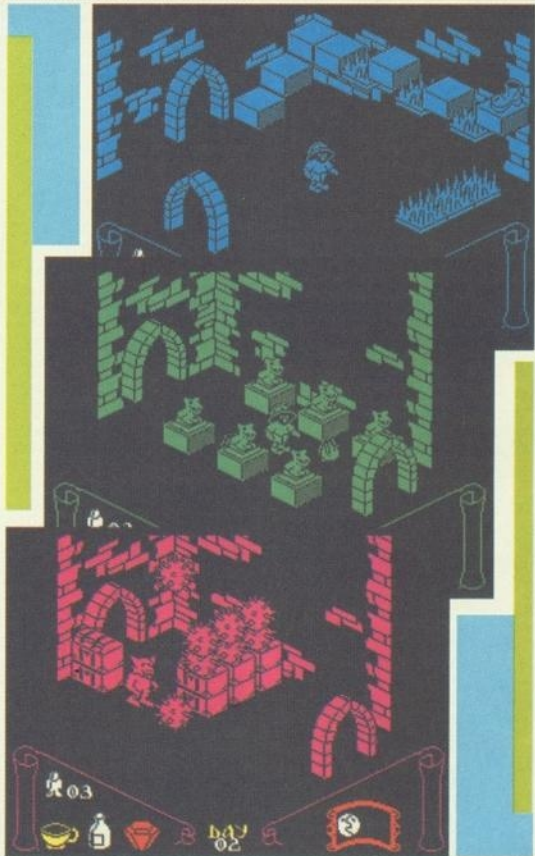
The rooms of Melkhior's castle are displayed in three-D from a oblique viewpoint, which makes a change from the usual cross-section or plan layout. The objects also have a solid sort of feel. If there's a pile of blocks in the room you can walk out of sight behind it, for example. It's very reminiscent of Quicksilver's 'Softsolid' games. Unlike the latter, however, *Knight Lore* is beautifully animated. Even when your character hasn't been

ordered to do anything, he's still on the move, peering around the room in a bemused fashion, or when in his wolf form, occasionally snarling quietly to himself.

A little moving indicator at the bottom of the screen shows you the position of the sun and moon, and when the moon rises Sabreman goes through his metamorphosis into an animal. This can be very disconcerting if you're just in the middle of negotiating an obstacle. The wolf form seems to be able to jump slightly further than the man, which can come in useful.

The traps are of many forms, from patrolling dwarf guards to simple problems of jumping from ledge to ledge. You may have to move the furniture around to get to objects you want. I don't think that we're going to get a rash of maps for *Knight Lore*, because the castle plan is different every time you play, although the relationship of rooms in a given section remains mostly the same. Even if you're a naff player like me, there'll be rooms you can solve, so it's a game everyone can get into quickly.

The only question is what happens next? The *Sabre Wulf* saga is starting to resemble the Grail legend. We can speculate that the unseen wizard Melkhior stands for the powerful moral force of Reason, a force which can drive out the dark side of humanity only after a ritual purification full of hazards. Suitably purged of evil, will Sabreman now set out to save the world? We can only wait.



BIG K FUNNIES

TONY BENYON



LET'S GET CRITICAL...

THE BIG K Reviews!



Reviewers—

Steve Keaton
Kim Aldis
John Conquest
Fin Fahey
Richard Burton
Gary Liddon
Sean Cox
Duncan Gamble

COMPUTER GAMES
VIDEO GAMES UTILITIES

How we rate them—

KKK = Magnifico!
KK = Good-o
K = So-So
None = No-No

Condition: Excellent
Price: £39.95
To buy, press B
your turn, Nicholas



COUNTRY COTTAGES

Spectrum 48K

KK
STICKS TRICKS

One for budding rural Rachmans — two players buy and rent cottages, racing towards a pre-set total assets figure, the size of which is used to determine the length of the game.

There are nine rather unnecessarily difficulty levels which increase the hazards; fires, ghosts, moonlighters, damage, burglaries and all the things that make being a landlord so interesting.

You start with nothing but a 12% interest bank loan facility and a clever, if rather irrelevant, landscaping system throws up a seemingly endless variety of available properties with price, condition and comments. In theory you can own up to four, but your bank manager limits your spending power. Once you have a cottage, you advertise for tenants — but set the rent too high and you get no response.

Similarly you can raise rents, but you risk losing the tenants. Mostly single-key operated, the game runs very smoothly and the bookkeeping is very slick. But my word, what a fly-by-night lot the tenants are! Constantly moving out and breaking the place up! It's not all gravy, this landlording lark. A bit limited in that you have very few, and often no, options, but fun and original.

From: STERLING
Format: cassette
Price: £5.95
Graphics: KK
Playability: KKK
Addictiveness: KK

PROPERTY VALUES RISING AT			
PROPERTY	JOY	NICK	
Landlord	2400	2400	
Properties	2400	2400	
Monthly income	100	100	
Exp. interest	10	10	
Exp. repairs	10	10	
Exp. taxes	10	10	
Exp. other	10	10	
Exp. total	10	10	
Exp. net	10	10	

ANY KEY TO CONTINUE

GRAND PRIX MANAGER

Spectrum 48K

KK

From: SILICON JOY.
Format: cassette
Price: £6.95
Graphics: K
Playability: KK
Addictiveness: KK



ENTER DRIVER YOU USE FOR RACE 11 JUST

STAKE
YOU
What
DINU
Sorre
Try
I'BLA
DCA
LA
U
I
C
nn

PINBALL WIZARD Spectrum

Sure PLAYS A MEAN SOFTWARE

Surprisingly successful attempt to simulate the not inconsiderable joys of the uncommon pin table. Although it looks fairly mundane, the gameplay is actually quite addictive and evokes the authentic fish 'n' chips feel of a run-down pin joint. The author was obviously a devotee.

Potential gamers are advised to note that the pin table is of the double gate variety, with high and low scoring bumpers, bonus rollovers and a free-ball pay-off. A familiar layout. Balls are relatively fast-paced, with almost flicker-free movement, and the flipper

responses are excellent. I dare say that with practice you could aim for almost any bumper onscreen. The bumper onscreen. The potential for mega-scores is clearly massive.

I doubt if it'll ever replace the real thing though. Half the fun of playing the genuine article involved thwacking the pin-cabinet at some strategic point. Who could play and not taunt the tilt? Unfortunately to succumb to such temptation here would clearly have disastrous results! —S.K.

From: SAGITTARIAN SOFTWARE
Other versions: CBM 64
Format: cassette
Price: £5.95
Graphics: K
Playability: KKK
Addictiveness: KK

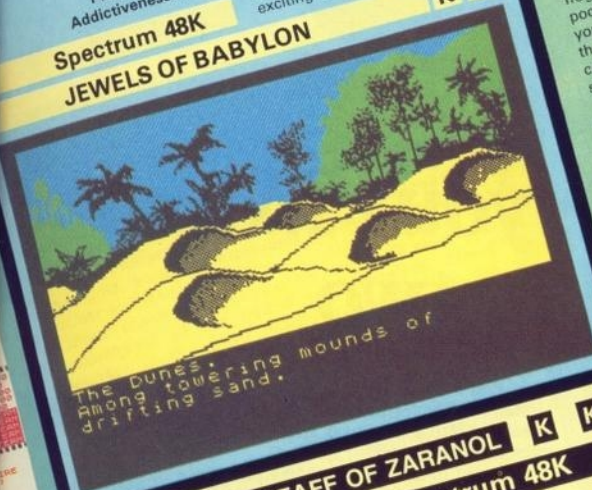
GEM

Sole survivor of a pirate attack on a ship carrying the fabled JS of B, you have found the pirate's island base and set out to recover the hot ice. In standard Interceptor style, it's a mainly text adventure, 100+ locations, with periodic and brilliant, if rather unnecessary, graphics, far superior to those of their earlier *Forest At World's End*. A very sophisticated command analyser makes it possible, and necessary, to enter complex actions. Getting off your ship, for example, is done by 'climb down ladder'. There are three mazes, jungle, swamp and thicket, very early on with not much in the way of loose objects to use for further hazards, such as lip-licking cannibals, before you get to the main course. Fraught and exciting. JC.

From: INTERCEPTOR
Format: cassette
Price: £5.50
Graphics: KKK
Playability: KK
Addictiveness: KK

Spectrum 48K

JEWELS OF BABYLON



Spectrum 48K

STAFF OF ZARANOL

It's Nice To Have Friends

Another of CCS's excellent text adventures with all the advantages and disadvantages of Quill generation. As apprentice to the mighty Zaranol — who's off at a sorcerers' convention — you find yourself in dire magical straits, cursed by a demon, and must round up five items to get out from under. There are only 45 locations, but the puzzles, if not the most difficult around, are well conceived and fairly unusual. One radical departure is that the different Help functions (one summons a friend, the other is a straightforward appeal) both work quite often. Just as well, because a mere novice like yourself isn't too hip to the high level magic that's going down. Crisp, clear and fun. JC.

From: CCS
Format: cassette
Price: £5.95
Graphics: None
Playability: KKK
Addictiveness: KK

MOON ALERT Spectrum 48K

MOONIES

Peachy implementation of that much under-rated arcade vehicle *Moon Patrol*: the hairiest ride outside of Disneyworld's Space Mountain.

Starfighter 7 has been grounded by alien laser-fire. Having survived the crash-landing (well them's the breaks), you must try and reach the safety of Moon Base Alpha in your trusty Model T. Moon Rova. However not only must you negotiate some ludicrously pock-marked terrain en route but you must also slug it out with those pesky aliens, who not content with wasting your starship, wanna waste you too! Although intrinsically simple in concept, the combined challenge of rocks, canyons and irrepressible every level. High scores demand both shooting! driving and defensive strategy! However it must be said that the prog's visual FX are rather dull. When I bust a buggy I want to see it bust! At least a couple of wheels should come bouncing out of the debris!

Dragon Data managed this to great effect on their splendid



Lunar Patrol prog a while ago. The Spectrum buggy just sort of implodes. The Currah Microspeech routines are also rather uninteresting. Unless more notable chat is buried deeper within the prog, it seems hard pressed to do more than count you in and out. Still I'm nitpicking. Playwise this is neat stuff and if I was you I'd book a lunar lesson right away. S.K.

From: OCEAN SOFTWARE
Format: cassette
Price: £6.90
Graphics: KK
Playability: KKK
Addictiveness: KK

ASTRONUT Spectrum 48K

The object of *Astronaut* is to push three blocks onto matter transporters at the bottom of the screen but there are many things to stop you. Unlike Software Projects other games you don't have the option to jump, you rely completely on two little erupting volcanoes which will throw you up to the first bridge or ledge you reach.

You can drop bombs which will kill the enemies but there is a time delay before they explode making it difficult to time the destruction.

Astronaut contains 15 screens, every one better than the next. If you can't clear a sheet you have the option to go directly to any other after the game.

Graphically it is excellent but unfortunately the instructions don't tell you which keys to use. This is one game I will add to my collection. —S.C.

From: SOFTWARE PROJECTS
Format: cassette
Price: £5.95
Graphics: KKK
Addictiveness: KKK
Playability: KK





How to teach your Micro a thing or two

Thousands of home computer owners have yet to discover their microcomputer's potential to help with many of the problems and decisions that come up every day in the home or office.

Perhaps you have always promised yourself that you would teach yourself programming, but have been put off by manuals which seem to assume a lifetime spent studying computer science and mathematics. Maybe you have looked at other computer books, but have yet to find one which is free of unnecessary jargon or where the program examples bear some relevance to real life and not space invaders.

Relax, your search is over.

The 'Learn BASIC' tutorials from Logic 3 are the latest development of a teaching method pioneered by Professor Andrew Colin and perfected

by testing on 3 generations of students at Strathclyde University. The 'Strathclyde Method' has been translated into 8 languages and used by over 300,000 microcomputer users.

'Learn BASIC' is a jargon free, step by step, course in computer programming, which explains everything clearly in English, not computer talk. In a matter of hours you will be writing your first programs.

'Learn BASIC' is designed for people who want to keep abreast of the computer age, for people who realise that understanding computers is a key to future success at work, at school, and as a parent.

Get 'Learn BASIC' and teach your micro how to be useful! (Available from major branches of W.H. Smiths, Boots, Laskys, Greens, John Menzies and better computer shops nationwide.)

Please send me more information about your:-

(Tick appropriate box)

- 'Learn BASIC' tutorials ☐
 Logic 3 Spectrum Club ☐
 Logic 3 Commodore Club ☐
 (64 and VIC owners only)

Name
 (BLOCK CAPITALS PLEASE)

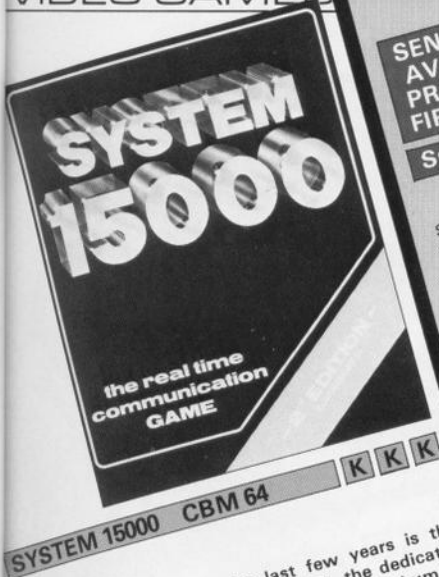


I have a:-

- Sinclair Spectrum ☐
 Commodore 64 ☐
 Acorn Electron ☐
 BBC Microcomputer ☐
 Dragon ☐

Address

..... (Postcode)



Heavily publicised over the last few years is the growing phenomenon of the Hacker, the dedicated key-plonker who, through a vicious sense of humour or sheer bloody-mindedness, has been dreaming up new and interesting things to do with lorry-loads of Coca-Cola, bank accounts and Big Ron's favourite nuclear warhead.

More recently, in this country, we have seen the readjustment of the pound to a sensible, albeit incorrect, level and the headlong nosedive into the Royal love-letters in the private parts of Prestel. Overall, considering the popularity of these activities, I find it surprising that a game of this nature has not been seen before.

System 15000 is a telephone communications simulation, with a built in plot to keep the interest and adrenalin on the move. A friend has been ripped off to the tune of 1.5 million by a company called Realco. Another friend, Mike, has been investigating but Realco has heavy Mafia connections and the man with the violin case and zoot suit is looking to examine the inside of his head with a meat cleaver. Knowing a good friend and complete idiot when he sees one he dumps the whole lot in your lap, grabs a number nine yak and heads for the safety of the Tibetan monastic community. On your head now lies the responsibility of finding the bucks and putting them back in the right place.

Information is minimal. A telephone number, entry code and occasional hints from an interested party are all you get and using this you have to find and gain access to the relevant systems. Doing this within a week is unlikely. I spent two days discovering that it is hard and lots of fun but little else — certainly the only computer simulation I've played that bears any resemblance to the real thing.

Dialling is done from the keyboard, to the sound of dialling or engaged tones, and the *System 15000* software automatically detects incoming messages. If the telephone company notices something and starts poking around, lines are automatically cut — a nice game — even if it does take hours to load — safer than the real thing, lighter on the pocket and, if planting Pershings in the Kremlin is your style, very good practice for the real thing. — K.A.

From: AVS
Format: cassette
Price: £12.95
Graphics: K
Playability: KKK
Addictiveness: KKK

SENTINEL AVENGER PROTEUS FIREFLASH

Spectrum 48K

K

Software is being packaged more and more like lager. This one's a cut-price four-pack from Abacus, and works out at about half normal Spectrum price. Furthermore two of the cassettes have an extra bonus game on the other side. So clearly the problem isn't the quantity offered here, but what about the quality? I have to say that unfortunately, these aren't the most stunning arcade games in the universe.

Sentinel is a sort of *Asteroids* variant: your ship can be rotated left and right, or thrust applied. You must avoid obstacles, such as your own space station, or the



asteroids and aliens. The object is to stop the aliens before they take out the space station.

Fireflash is a sort of *Missile Command* scenario, but rather fiddly and overcomplicated. You have to fire defence missiles to stop the alien invaders reaching your planetary surface.

Proteus is a real-time *Star Trek*. You move from quadrant to quadrant of the galaxy, clearing the route of alien craft to allow your battle fleet to pass. I thought this much the best of the four — it gives the player plenty to do.

Finally *Avenger* is a kind of sub-scramble, and has you flying over an alien landscape, taking



out fuel dumps and other installations on the way. You have to watch out for nuclear reactors though, in case you go up in a rather spectacular mushroom cloud. On the reverse *Fireflash* is *Destroyer*, a rather simple-minded naval game, and *Proteus* has *Android Pit Rescue* on its flipside, which has you moving from level of a collapsed pit rescuing trapped miners.

It's unfair to criticise these latter two, as they are a free bonus, however, I thought the four main programs could have been better, even at this price. The graphics are rather tacky-looking, and although the game design differs in many ways from the arcade originals, the changes, to my mind, detract from the playability, rather than increase it. I'm carping a bit though. After all these are games, they are playable and they are cheap. Possibly a good stocking filler. — F.F.



From: ABACUS SOFTWARE
Format: cassette
Price: £14.99
(set of four)
Graphics: K
Playability: K
Addictiveness: KKK

RAID OVER MOSCOW



FELIX AND THE EVIL

WEEVILS

BBC

WEEVIL SWING TOGETHER

Yet another of the several computer game characters who is starting to get boring. In the last epic, Felix found himself in a factory, running up and down ladders. Sling the ladders out, replace them with tubes and make the conveyors look a little different, likewise the baddies...and Zippo 'A brand new game'.

It's not bad. Not good either, more sort of...indifferent. This time round the factory has been overrun by weevils, small wormlike creatures who slide about the place doing nothing in particular but junking Felixes. Felix in turn aerosols weevils by grabbing random intervals about the screen and spraying them. One can waste one weevil.

It goes without saying that the touch of a weevil is the death, as is the touch of the ball bearings that travel along the belts and down the tubes.

Not the most exciting games from Program Power's vast library and

certainly not the most interesting character. Maybe a more interesting occupation, gambling or serious drinking, might perk the lad up. —K.A.

From: MICRO POWER
Format: cassette
Price: £6.95
Graphics: K
Playability: K
Addictiveness: K

RAID OVER MOSCOW CBM64 K K

RAID OVER NEASDEN

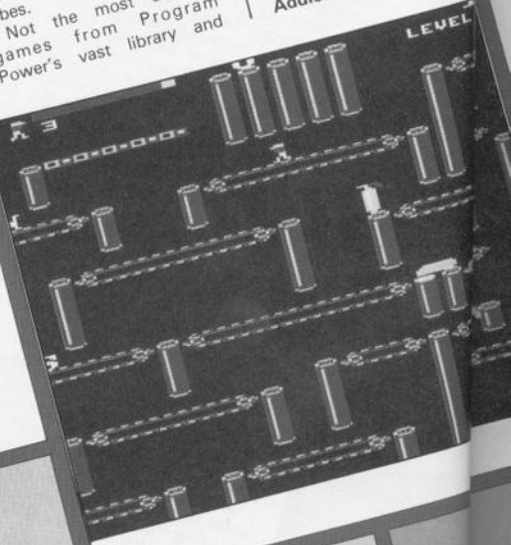
How ironic, I sit down to write my review of *Raid Over Moscow*, and John Lennon comes on the radio singing "Give Peace a Chance". Some hope Johnny-baby, Ronnie Reagan is back in the White House, and the Yankee Doodle Dandies are gearing up for war in space. Forgive the moralising, but what else can you say about this game, the first piece of Propagandaware. Remember, with modern military technology, there is very little difference between vapourising Russians on a home computer screen and vapourising them on a missile silo screen somewhere deep under Utah.

If *Raid Over Moscow* was a naff game, then it wouldn't matter. The trouble is that the game is OK. Not brilliant, just fairly good. The graphics are great, and the sounds are superb, though the game is in the final analysis disappointing. It resembles the earlier smash-hit game *Beach-head*, though it is much more sophisticated. The game opens with a

space-shuttle's-eye view of the world, and you have to scramble space planes. To do this you must manoeuvre them in zero-gravity, I found the joystick controls are not easy to use. It then goes onto a *Zaxxon*-like screen, followed by a screen resembling the last one in *Beach-head*, and on and on through seven screens.

Like any good game, you get better at *Raid Over Moscow* the longer you play, but it is a real bore going back to the start with each new game. I didn't find it very addictive because of this. Though it is fun for the first few minutes, I found that I quickly lost interest. I'm sure it will be popular with little boys of all ages, especially those who work on the Pentagon. But ultimately, *Raid Over Moscow* is insubstantial, Candy-Floss software. —B.B.

From: ACCESS/US GOLD
Format: cassette
Price: £7.95
Graphics: KKK
Playability: KK
Addictiveness: K





BRUCE LEE



BRUCE LEE
CBM 64 **KKK**
A KICKER

Because of a production glitch BIG K's original review of the Atari version of this

excellent Kung Fu action game disappeared from the pages, but now the Commodore version's out, it's time to draw attention to this real goodie.

As Bruce you have to penetrate the fortress of the evil wizard to claim his fortune, and Datasoft don't stint on it — infinite wealth and the secret of immortality, no less. You can chop and kick, the targets also kick, just as good as Bruce, and ninjas brandishing bokken sticks, the former needing three hits to put them down, the latter two. Natch, that's not the end of your problems, there are hazards and traps all the way before you get to the goodies.

There are twenty screens to get through and, of course, once through them you start all over again at a

harder level. You can play Bruce against the computer or two-handed, with one player controlling the Green Yamo, or both alternating as Bruce, or trading places.

The two versions are very similar, but the Commodore concedes a lot of points to the Atari in details. The Atari graphics are much better, the action is smoother and the animation far superior. But this is to compare good with very good — the '64 version is still well worth having. —J.C.

From: DATASOFT/US
 GOLD
 Other versions: Atari
 Format: cassette
 Price: £9.95/£14.95 disc
 Graphics: KKK
 Playability: KKK
 Addictiveness: KKK

THRUSTA CBM 64

The instructions say that you're proud of your spaceship Thrusta 1 and that together you make a good team. Well I wasn't and we didn't.

Using joystick or keyboard you move a little white ship around the screen shooting alien guards who patrol around the hatching eggs at the bottom of the screen. There are two types of aliens. One of them you shoot, the other is killed nudging boulders on top of it. This process can be very slow and quite boring (the sound effects don't exactly help). Once this is done you continue to the next level — pushing boulders on the aliens and shooting the guards (yep, the same thing!). If this sounds very uninspiring to you that's because it is.

Thrusta has come to be one of the worst games Software Projects have done so far. I would advise you to spend your money on their better titles. —S.C.
 From: SOFTWARE PROJECTS
 Format: cassette
 Price: £5.95
 Graphics: K
 Playability: K
 Addictiveness: None.

MILLIONAIRE BBC/Electron

* If making money is as easy as this, pass a piece of the action this way. Ten minutes at the keyboard resulted in the acquisition of new premises, enough usable currency to finance more than a few nights of severe drunken mayhem, and an acute sense of boredom. *Millionaire* is based heavily on the notion that computer games are an easy way to a fast buck — once upon a time a popular idea but in the light of recent events now treated with more caution. It's a simulation involving you as a programmer and the big wide world which might be interested in your product. Starting with a single program, five hundred pounds and grotty premises (Yes, yes, get to the point—Ed.) you are given the opportunity to make a million. The program is locked in a loop which repeatedly displays your assets followed by a progress chart, news, and then a list of work options; programming, selling to retailers or

approaching Honest Harry, a character of doubtful origin.

Following this comes a list of promotional ideas to try — of them a few questions about how much you want to spend on advertising and tape duplicating.

Having sorted this lot out you go back and start again, from new and more prestigious premises if your financial status merits it. I always find simulations

uninspiring to say the least, this one particularly so. A repetitive and predictable game that generally gives a feeling of not giving much return for cash laid out —K.A.

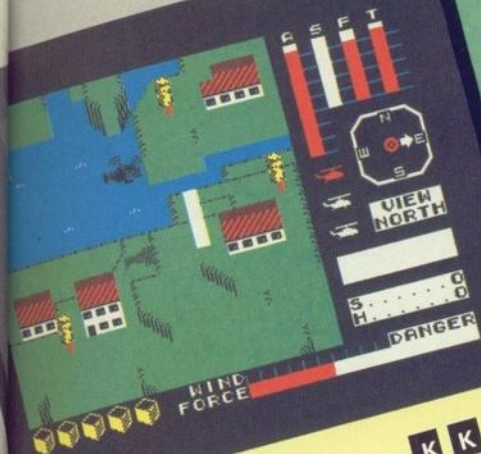
From: INCENTIVE
 Format: cassette
 Price: £6.50
 Graphics: K
 Playability: K
 Addictiveness: none

HONEST HARRY



Listen Guv, I've got these 5 programs you might like it's all good all *** How about say £750 for the





CYCLONE Spectrum 48K

A REAL BLAST

What's with this helicopter craze? The damn things are whup-whopping all over the place. Blue Thunders, Airwolves, Whirlybirds (oops, that was a while back). Whatever, if it's got rotor blades and flies it's a star. So, *Cyclone* is a helicopter game — not the first and not the last, but certainly one of the best.

The scenario is a small group of islands somewhere in an unnam'd ocean. You have control of a lone chopper (or three, if you count the number of 'lives' you have) which you take island-hopping in search of five crates of medical supplies.

However, wandering about the area is a nasty cyclone. As it nears your position and the strength increases downright difficult to control. As if that helicopter to control. As if that wasn't enough, rogue aircraft hurtle in from nowhere on kamikaze missions to take you out if you happen to be in the way. We're talking mid-air collisions here, friends.

Assuming you can live with all these various threats to life and limb you take off on your mission, lifting off from your base on... uh... Base Island. A 'shadow' on the ground gives a good indication of your height. Calling up the map screen you choose a heading and take off into the wild blue yonder, keeping a close watch on your wind force indicator (or map screen) for the advancing cyclone. Locating an island, you check it out closely for the important crate. If it's there you go into a hover and descend, the grappling hook deploying auto-

matically at a certain height and winching up the prize.

Oh yes, you may see some tiny figures desperately waving at you. These are survivors. Rescue them for bonus points — but only if you have time. Those few crates, of course, take absolute priority over a few natives stupid enough to get themselves caught in a cyclone.

Fuel and time are both limited and there will be the need for touching down to re-fuel at frequent intervals. Landing the chopper is not easy and needs a very delicate touch.

Collect all five crates and return to Base Island for a new mission.

In *Cyclone* Vortex have employed the same smooth scrolling 3D-effect landscaping first seen in *T.L.L.* The small but highly detailed shape of the chopper flies convincingly over green, hilly islands and wave-flecked sea. It responds well to the controls, turning in a lifelike manner.

On-screen displays monitor altitude, speed, fuel, time, direction and wind force. A useful additional feature is the ability to change your viewpoint by 180°. There is also a warning of approaching aircraft.

Altogether a neat game that scores especially high on both addictiveness and playability. A little too similar to *T.L.L.* in appearance, maybe, but unique enough for that not to worry me.

— R.B.
From: VORTEX SOFTWARE
Format: cassette
Price: £6.95
Graphics: KKK
Playability: KKK
Addictiveness: KKK

BOULDER DASH

Spectrum 48K

KKK

A CRUSHER

An ex-friend of mine has a Commodore 64 and the only thing I miss about not being his friend is that I can't play *Boulder Dash* no more. Well that's all changed. No, ex-friend hasn't become friend again but *Boulder Dash* has become a Spectrum game.

My initial reaction was pure joy but then I thought of what the 64 could do and then what the Spectrum couldn't do. I'm surprised I even bothered to load it in. You see *Boulder Dash* heavily relies on quick scrolling, lots of pretty colours and neat music all of which the Spectrum isn't really known for. Well the game loaded and it was all there. Boy, was I shocked.

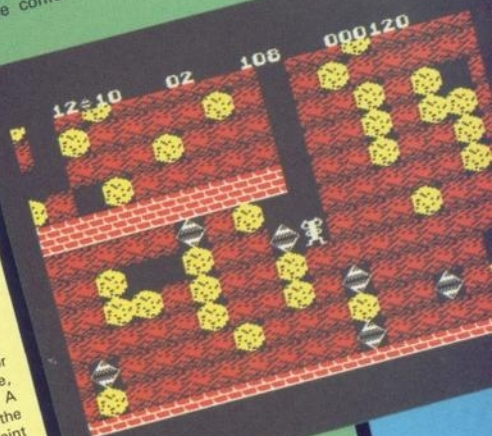
A few of you out there may be confused. You may not

to explain but much easier to play. Having eighty possible levels is nice on any game but since what you have to accomplish on each screen is so varied the only way you'd be able to appreciate it is to play it.

What makes *Boulder Dash* such a hit for me is that it's so addictive. In all honesty I can say this is the best game, to date, for the Spectrum. Which isn't bad going since a week ago I would've said it wasn't really Spectrum fodder.

Boulder Dash is a definite must if you use a Spectrum so I'm afraid it's fork out the money time again folks.

—G.L.
From: FRONT RUNNER
Format: cassette
Price: £7.95
Graphics: KKK
Playability: KKK
Addictiveness: KKK



have heard of *Boulder Dash*. In that case you've probably lived in a shoebox the last six months. Still, for all you hermits here's a scenario description. Rockford has to run about various caves to collect jewels so he can move on to the next cave. It's not really as simple as that since there are boulders all over the gaff supported by gunge which Rockford can obliterate. It's all very difficult



UNDERWULDE Spectrum 48K

A new Ultimate release. The very thought sends shivers down any sane reviewer's spine. He knows that in the short time he is given to test the game there is no possible way he can explore its every facet, find every nuance of that, by the time his review gameplays. He also knows sees print, ten billion smart-ass whizz-brats will have cracked the game and sent in highly-detailed maps of the whole play area, complete with strategies, which the soul-less Editor (may bats inhabit his word processor)

will wave in front of him and demand to know why he didn't do better. It's just not worth it, I tell you.

All I'm going to say is that *Underwulde* is a fabulous new game from Ultimate, with wonderful graphics and lots and lots of incredible features. Don't miss it. So there. (That's not enough, worm. More — or the GCE Revision Packs await...)

Oh well, *Underwulde* is very good, actually. It features *Sable Wulf* Sabreman, Rev. Ed.)

ROLAND AHoy Amstrad

Roland's back and the scenario is an original one. Original? Yes, dear punter.

Roland, sprite of a thousand fonts (I mean this guy looks drastically different in every prog he features in), has taken to the high seas and is generally trying to rob everyone blind. Lloyds Shipping would not approve. He is in fact walking on the wild side and has become a pirate. Klepto Roland first visits Powder Quay to steal cannonballs to blow up some of the harbour to steal the treasure so he can hide it in Treasure Cove. I'm not too sure about the ethics but that all fades into irrelevance.

I really do like this game and would even buy it! So remember, Amsoft, there's gold in them thar punters and you're more likely to get it if you keep producing quality gear like this. P.S. If anyone is interested where the Roland handle came from (come on, there must be someone vaguely interested), the chief designer of the whole Amstrad project is called Roland Perry. That amazed you, didn't it? — G.L.

From: AMSOFT
Format: cassette
Price: £9.90
Graphics: KKK
Playability: KKK
Addictiveness: KKK

SCORE 0395 HIGH 1195
LIVES 1111 AMMO 00
GOLDEN HARBOUR



Graphics, sound, colour are all up to Ultimate's very high standards making his game good value for money. Animation is excellent, especially Sabreman's leaps and tumbles.

In the midst of all this general euphoria let me strike a chord of caution. Brilliant as Ultimate are at turning out top quality software they are in danger of becoming something of a one-note company. *Sable Wulf*, *Underwulde* and, to a certain degree, *Knights* are all cut from the same cloth as the highly successful *Atic Atac*. Naturally a company should build on success but not to the extent of ignoring other popular gaming themes. I hope Ultimate's limited outlook will soon be broadened.

Now I return to *Underwulde* in a vain attempt to unlock more of its secrets. If any kind soul (I really didn't mean what I said about whizz-brats) would like to help this humble reviewer escape his personal hell send in your tips, your maps, your hints, your cash... *Underwulde* arrived! — R.B.

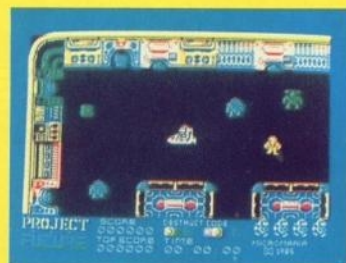
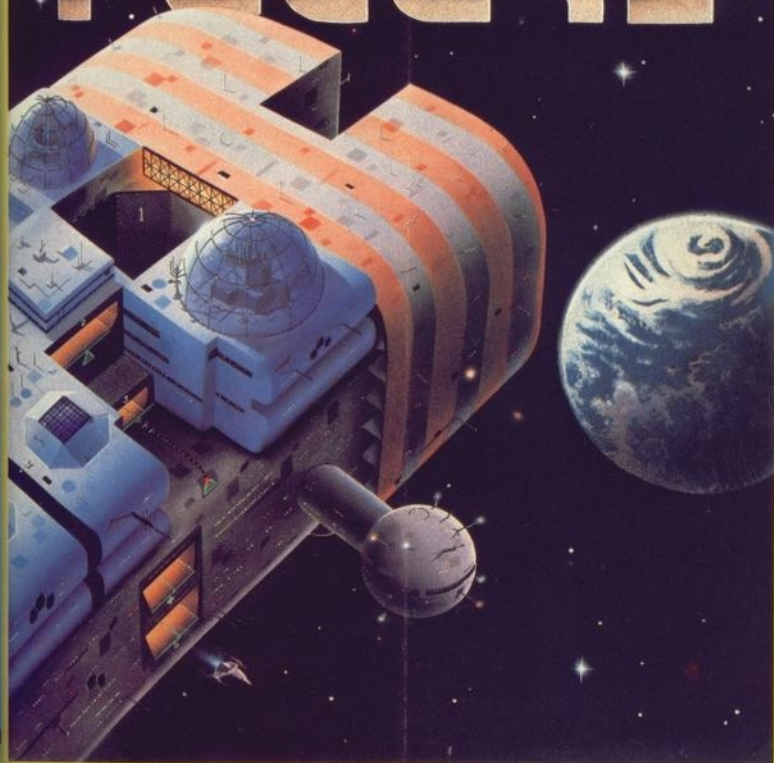
From: ULTIMATE
Format: cassette
Price: £9.95
Graphics: KKK
Playability: KK
Addictiveness: KK

Also along the way the Sabreman will meet monstrous guardians, ride volcanic bubbles, swing from ropes, avoid poisonous plants, falling rocks and stalactites and encounter mysterious chests of drawers.

As is by now traditional with Ultimate's epic arcade-adventures, the player is left to discover the majority of the game's features for himself. The barest of hints are given instructions — after which you're on your own. After your allotted lives are used up a percentage indicator informs you of how much of the game you penetrated. You grow to hate this as well.

At the end of the Sabreman's sojourn, according to the cryptic text, lies "the Ultimate palace of darkness" wherein lurks Old Tim — sorry, Nick himself and the only way of escape. I can believe it — I'll never see it — but I can believe it.

PROJECT FUTURE



NEW ONLY
£6.⁹⁵

48K SPECTRUM

PROJECT FUTURE – Your mission to teleport aboard, and activate the Self Destruct System, of the dreaded Star Ship FUTURE.

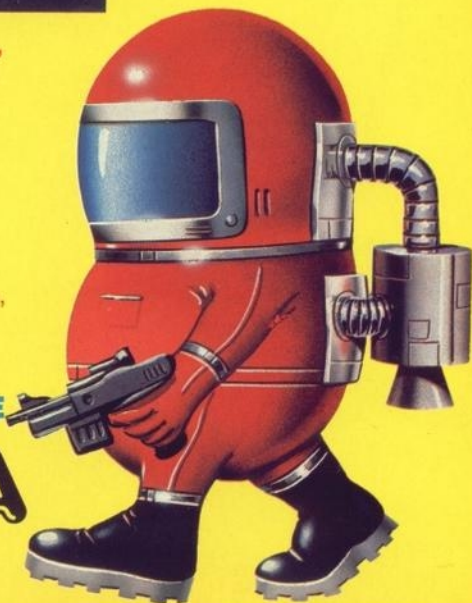
The SS FUTURE is a huge labyrinth of a Star Ship, covering 256 screens of the most amazing high resolution graphics ever seen on the Spectrum.

FEATURES: Internal Teleport System, Space Scooters, Lasers, Hyperblasters, 8 Destruct Codes, Energy Barriers, Defence Droids, Arcade Standard, 100% machine code, Amazingly Smooth Graphics.

THE ULTIMATE ARCADE ADVENTURE

MICROMANIA

AVAILABLE NOW FROM ALL GOOD SOFTWARE OUTLETS OR DIRECT
PRICED £6.95 INC P & P FROM:
MICROMANIA, 14 LOWER HILL RD., EPSOM, SURREY KT19 8LT





MR. EE BBC

BY 'ECK, IT WERE GREAT

Mr. Ee, celebrated Yorkshire magician and tripe grower, by 'eck, takes to the underworld, collects cherries and flattens nasty chomping creatures. And if he finds some coal down there could he bring back a lump or two for Ian, 'cos Maggie's getting cold.

Around this time last year I was busy sinking thousands into an arcade game called *Mr. Do*. I was in a bad way, nothing could drag me away from this thing — closing time, total inebration or a sharp clout across the back of the head with a blunt instrument. Now Micro Power have brought it to the home market and the same message attached to it to the effect that dinner's ready or it's time to go to work.

Totally faithful to the original, it's yet another tunnelling game but with a humour and originality that sets it apart from the rest. *Mr. Ee* is a wizard-type character who finds himself burrowing through cherries. Two methods of protection lie feet — and collecting cherries. Pancaking Umphs with many apples that lie buried underground or hurling his crystal ball at them. It bounces around the maze created by *Mr. Ee*'s tunnelling like a tennis ball on speed until it hits something. If you miss the target you've got problems, you only have one ball and have to chase round like a lunatic trying to get it back. Once all the monsters have gone you get a different shaped screen with more intelligent monsters, ten screens in all.

A great game from the same source as *Killer Gorilla*. It shows. — K.A.
From: MICRO POWER
Format: cassette/disc
Price: £6.95 cassette, £9.95 disc

Graphics: KKK
Playability: KKK
Addictiveness: KKK

BLUE RIBAND Spectrum 48K

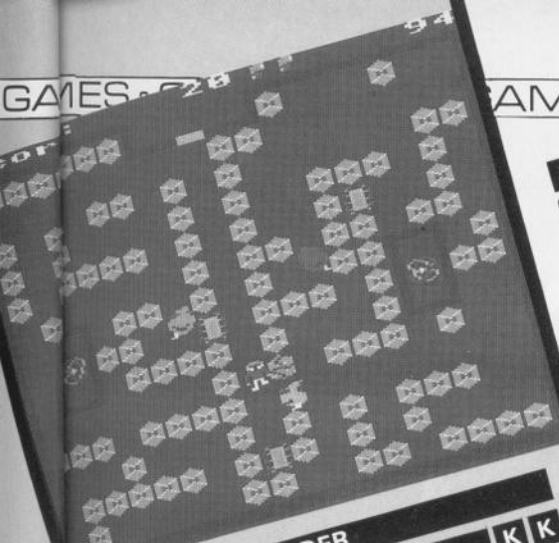
NOT THE BELGRANO

A strategic simulation in which you captain a ferry boat round a group of islands, docking at each. There are three displays: bridge controls with engine telegraph and wheel, plus the radar which is used to make final approaches; a chart of the whole area with the ship's position; and static island maps on which you can study the upcoming problems.

You set your speed and course, then move to the chart to track your progress using a hurry-up mode for open-sea passages until you near an island, then back to the radar. The islands vary in difficulty, a

couple having long narrow, rock-strewn channels. The ship simulation is very complex with problems like transverse thrust effect when reversing and helm induced yawing oscillation if you over-correct, very difficult to get out of. The game requires a very delicate touch, especially when docking, and if, like me, you have trouble with left and right, let alone port and starboard, you'll find yourself racking up damage points in very short order. Impressive, if not my cup of grog. JC.
From: CCS
Format: cassette
Price: £5.95
Graphics: K
Playability: KK
Addictiveness: KK





PLUTONIUM PLUNDER

BBC

MENTAL BLOCK

Plutonium Plunder! The name conjures up visions of heaped, charred, blackened bodies, giant mutated rats and the possibility of at least one evening's good solid entertainment. In fact, it's not the easiest of games to play — but who needs it anyway?

Yes, another sliding block game. This time the blocks are Hexoid pods with a smattering of plutonium canisters dotted around. Clear a path through the pods so that the canisters can be shunted into place behind a safety barrier while being attacked by gnomes which guard (guardian gnomes?) the area. Life can be made slightly easier with a little gnome control before the canister-shuffling begins; either the common or garden stun with a quick shot from the hip, or the super whazzo mega-mangle, meaning a quick shove of a block in the

appropriate direction.

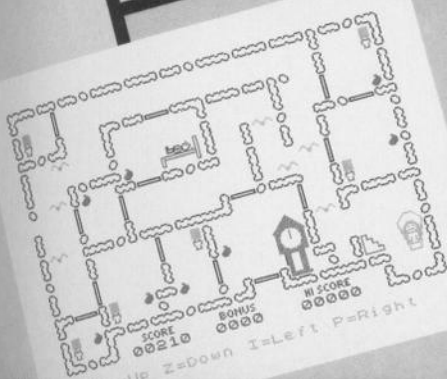
Serious problems occur on bumping into the retaining fence which contains slightly more voltage than is required to add a shine to your hair and light up your teeth. Best avoided. Should you be a little slow in performing the allotted task then you're in dee sewage. First the blocks begin to multiply like rabbits with a truckload of Spanish Fly, then, without warning, disappear leaving a clear screen, large numbers of nasties and no protection bar — an unresponsive shooter and a fast turn of speed. Needless to say the canisters still have to be shunted to safety.

As I said, not an easy game but if you've the patience to stick with it a reasonable one.

—K.A.

From: MICRO POWER
Format: cassette

Graphics: K Price: £6.95
Playability: KK
Addictiveness: KK



TRIO Spectrum 48K

Trio is a collection of three programs starting with *Dracula's Castle* which consists of running around a maze turning on lights while avoiding bats. In order to kill bats you have to eat garlic.

You are under a constant time limit which can be seen on a grandfather clock at the bottom of the screen. When your time runs out, Dracula will awake and tour the castle looking for you.

Ascot is a gambling game based on horse racing. You have a choice of betting on a

win, place or each way after which the race will commence. Not a very original game but probably the best of the three.

Next is *Chaotic Caverns* which is a cheap version of Amadur where you go around a maze leaving a trail behind you. After clearing the maze you progress to the next level, basically the same thing with a different maze.

All three of these games look like type-in games. This is one time I would save my money. —S.C.

From: SILICON JOY
Format: cassette
Price: £5.95

SWAG

BBC

K

Games seem to fall out of Micro Power like the hair from a fallout victim. No sooner do the last lot get shovelled out the door than a new lot fall through the ceiling.

Swag, latest of the new lot, is a two-player game where the noble and very macho art of burglary is given a bad name by two small characters parading around in black masks and striped jerseys.

On the screen is a lot of black, three police cars, two houses, a shop, a bank and a smattering of droids. The idea is for each player to run off with £250,000 before his opponent. That's the easy bit. The hard bits are coping with the droids and translating the mistakes in the instructions: More ammunition is given for depositing 'God' in the bank and chasing police cars can be lost by drinking a can of 'bear' — the one that rips apart the livers the others can't reach?

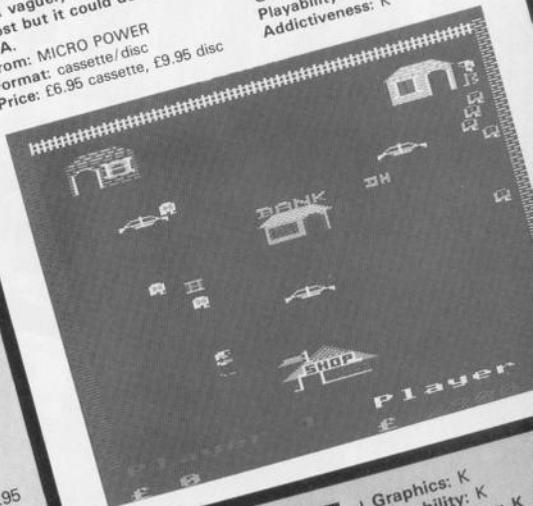
The droids are called Percys and Henrys. Percys chase one player, Henrys chase the other, but they can be converted by shooting them. If the wrong one touches a player he gets sent back to his house minus any goodies he's carrying. The same thing applies if you get shot by your opponent or if he runs over certain things on the screen and the winner is the first one to get the ¼ mile back to his house.

A vaguely interesting game, worse than some, better than most but it could do with some more interesting graphics. —

K.A.
From: MICRO POWER

Format: cassette/disc
Price: £6.95 cassette, £9.95 disc

Graphics: K
Playability: KK
Addictiveness: K



Graphics: K
Playability: K
Addictiveness: K

THE GREAT SPACE



2047

RACE

MOVI
SOFT 2



A.T.R.A.M. Spectrum 48K **K**

The first in a series of unique computer-aided board games. Well, that sounds interesting enough. Computer moderation, in a rather amateurish way, has been raising its head among role-playing game players for some time, but, as far as I

know, this is the first commercial application. The idea is that you tell the computer what's happening on the board and the computer does the book-keeping and figures out the results. A.T.R.A.M. stands for **Advanced Tactical Reconnaissance & Attack Mission**, and this game pits a Royal Navy Task Force against the US Marine Corps detachment in a military exercise. Both sides have Harriers, carriers, missile batteries and air tankers. Players set their ends of the board up secretly and try and knock out strategic targets. The magnetic board components are very heavy duty, the computer display is packed with info, and if the subject matter appeals you'll find this a complex and demanding game. However, leaving aside the fact that

modern air war has never really held much appeal for me in gaming terms, my impression is that A.T.R.A.M. combines many of the disadvantages of advanced board games with few, if any, of their assets. The information entry is, to begin with at least, extremely difficult, requiring much reference to the Operations Manual, while the board doesn't, on the face of it, seem to offer much in the way of variety for the future.

I can see a big future for computer moderation along the general lines of this game, but only if it helps the players, relieving them of the drudgery and letting them get on with the brainwork, which A.T.R.A.M. fails to do. I think the designers would have been better off starting with a known wargame concept, the Battle of Waterloo say, rather than plunging themselves and us in at the deep end. Over-ambitious and pointing in the wrong direction. J.C.

From: ATRAM
Format: cassette/b
Price: £14.95
Graphics: K
Playability: K
Addictiveness: Mach 0



FIGHTER PILOT
CBM 64 **K K K**

At last Digital Integration's award winning *Fighter Pilot* has been converted for the 64. For those of you that have been keeping your head in the shade, *Fighter Pilot* is a superb simulator where you take the controls of a F15 Eagle air superiority fighter.

In this air-to-air combat game the object is to defend your four airfields from attacking aircraft above. When you have taken off you then have to find your enemy's location using radar and the flight computer. Having done this the dogfight begins with the enemy manoeuvring to gain the advantage. When you have been damaged this is indicated by a colour change on the aircraft's symbol on your radar. You then have the option to continue fighting or land for repairs. All this is shown in excellent 3D graphic animation.

The only difference I could find with the Commodore version is that it is much more controllable than the Spectrum's, and has slightly better sound. Otherwise both versions are identical in every way. — S.C.

From: DIGITAL
INTEGRATION
Format: cassette
Price: £7.95
Graphics: KKK
Playability: KKK
Addictiveness: KKK

Pure text adventures seem to be becoming a threatened species of late. There seems to be a general feeling that to sell, a program has to contain graphics. Does it matter how tacky, how irrelevant to the plot line, how much memory is wasted, we gotta have them pictures. A good counter to what I, for one, see as a pernicious trend is this collection of six pocket-money programs from 8th Day, a new Merseyside outfit.

The packaging is understandably minimal, a plain black wrapper in every case,

skilled people. To my mind this goes one better than *The Hobbit* in terms of human interaction, and displays genuine originality. *Cuddles* is a bit on the cute side — you are a bored toddler and you have to escape from your cot and get past nanny to sample the delights of the outside world. *Ice Station Zero* owes something to the dreadful Alistair Maclean story — for Zero read Zebra — it's a thriller set on the Arctic icepack. The obligatory space adventure is represented in the form of *Quann Tulla* in which you have to get a

Four Minutes To Zero **Ice Station Zero** **In Search Of Angels** **Quann Tulla** **Faerie** **K K K**

Cuddles

although you do get a natty plastic rack if you purchase cut-price six. There's nothing cut-price about the quality however. As far as I could see, each of these is a well-thought out, properly plotted adventure. Better still, every one is on a different theme. The nearest to the hackneyed old Sword-and-Sorcery shlock is *Faerie*, but this rests more on Celtic whimsy than conquering barbarians. The vital thing is to keep the fairies happy, one way being to swap a human baby for their changeling, a bit naughty this.

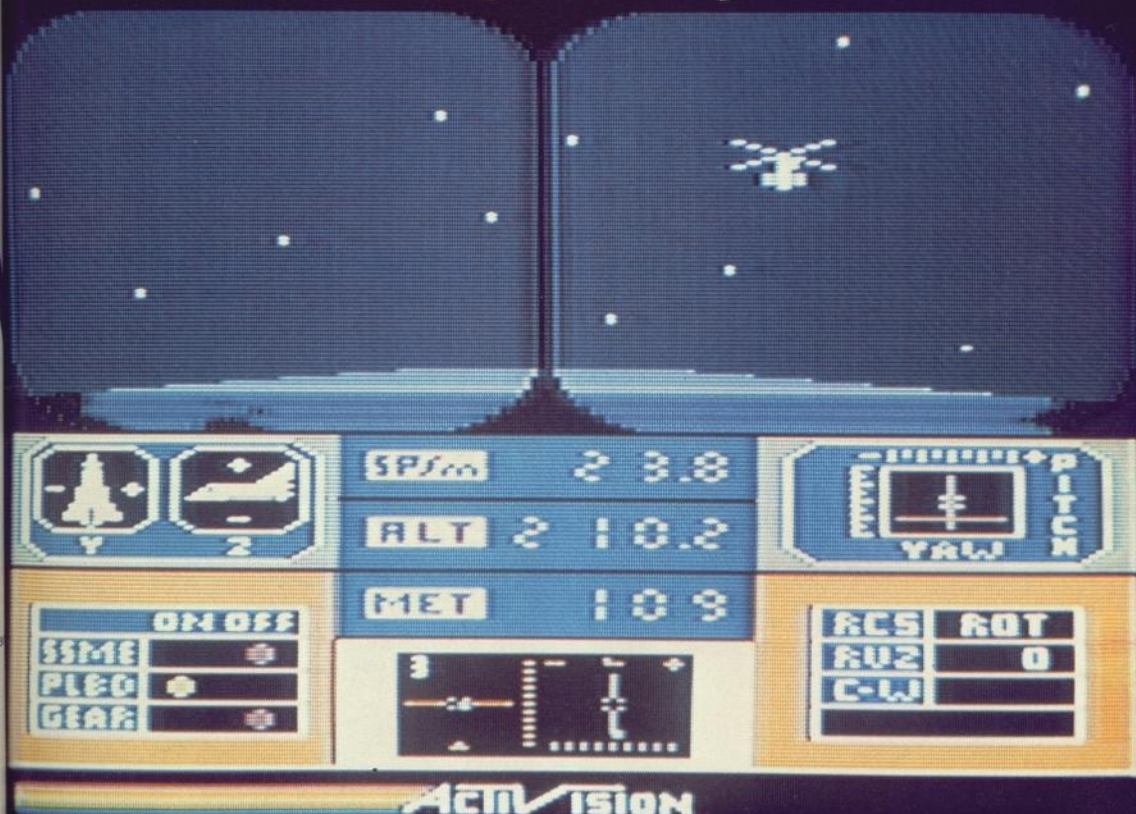
Four Minutes to Midnight seems to be the most advanced program, and pits you against a post-catastrophe world. The object is to rebuild civilisation from the ruins by assembling a team of capable and technically-

crippled starship working again. *In Search of Angels* is a Fleming-style spy story full of the obligatory souped-up sportsters full of gadgetry.

A lot of ground has been covered here, all six packages taken together cost the same as two normally-priced Spectrum programs, but represent months of playing time. This is the first time I've encountered software at a reasonable price which sacrifices almost nothing in the way of quality. Surely this, and not peculiar security devices, is the answer to piracy? — F.F.

From: 8th DAY SOFTWARE
Format: cassette
Price: £1.99 each
Graphics: N/A
Playability: KKK
Addictiveness: KKK

**You'd better get the hang of this.
One day you might be up here for real.**



Space Shuttle.

The flight simulation program that
leaves others earthbound.

Developed with NASA's assistance
to turn your computer into
Columbia's Flight Deck.

£9.99 Commodore 64, £7.99 Sinclair Spectrum.

Available soon for all popular systems.

SPACE SHUTTLE FROM

ACTIVISION

Your computer was made for us.

AVAILABLE FROM SELECTED BRANCHES OF BOOTS, WH SMITH, JOHN MENZIES, LASKY'S, SPECTRUM, RUMBELOWS, WOOLWORTH
AND GOOD COMPUTER SOFTWARE STORES EVERYWHERE.

THE OPEN

Spectrum 48K

SEVVY SAVVY

Another of CCS's amazingly elaborate simulations, this time golf. You get a different Open course — on each side of the tape. Decide the wind direction and force, choose whether to play championship, single or practice rounds and the starting hole. Then the real decision-making begins — which club to use, the direction and force of the



stroke and finally, most difficult of all, the timing of it. Not knowing the first thing about the game, I failed abjectly at this stage, alternately hooking and slicing. The odd balls I did connect with invariably went wrong and by the time I called it a day, totally exhausted, I must have set a new high (or do I mean low?) for the course.

Can't say I'm crazy about the graphics which are no more than adequate — a pity, given such a potentially promising subject as golf

courses — but there's no arguing with the depth and subtlety of the mechanics.

The inlay provides nice and clear, if rather daunting, charts of the maximum distances for each of the 10 available clubs, both from tee and fairway, plus wind factors, and of the effects of hazards. I don't know how many golfers own Spectrums but *The Open* looks like the perfect thing for rained-out or laid-up fanatics. — J.C.

From: CCS

Format: cassette

Price: £5.95

Graphics: K

Playability: Bogey

Addictiveness: Birdie

K K K

SUPERPOWER

Spectrum 48K

A real mega-game from CCS, combining aspects of both *Insurgency* — their two-player government vs. guerrillas strategy game — and *The Prince*, their multi-player interactive adventure. Up to six players meddle in the affairs of nine small Central America-ish countries, grasping for profits. Each country has a mass of differentiating parameters and players have dozens of possible options from the information and decision menus. The number of things you can do in a turn is limited only by your cash in hand, and with various possibilities carrying different price tags, you have to juggle things pretty carefully.

The main problem, helped by a printer option, is to keep track of the sheer volume of changing information which, though very well laid out, can't be held simply in the head and isn't available just on demand.

My admiration for this very complex, well thought out and demanding game is tempered only by an annoying glitch in the tape during the game options selection, though you are told to start it again afterwards. Still, if you want a game that gives you plenty to do and think about, *Superpower* plus reams of notepaper will keep you busy. — J.C.

From: CCS

Format: cassette

Price: £5.95

Graphics: KKK

Playability: KKK

Addictiveness: KK

SECRET REPORT ON RESOL

Opposition Party: crushed
Mood of the People: acquiescent

Income	£m
tax (10%)	63
oil	0
Total	63

Expending	£m
10000	10000
2	2
Total	242

TOTAL DEBT (£m)
-172

Press ENTER to continue. "L"



REMEMBER



Goa

JEFF "Animal" MINTER is by any standards a Name of Power in the games designing field. Hit after hit has poured from his keyboard — latterly with a decidedly zoological theme. Camels, dromedaries, sheep, llamas — there's no end to Minter's creative obsession. And seemingly no end to the hits, either. TONY TAKOUSHI talks to the Oldest Hippie of All . . .

Can you tell us a little bit about your new game?

It's called *Mama Llama*.

What does it involve? And will you be following Tony Crowther's example of a smooth-scrolling game?

Well, not so slavishly. It's going to be a strange game . . .

Why ARE your games so strange?

Probably because I'm so weird! I've had some superb music especially written for the game by James Lisney (the Baughurst piano wizard).

That sounds like hype . . .

Well, it sounds like hype, yes — but I won't be selling it on the strength of the music. I'm not going to be mentioning it in the adverts and I'm not going to say, Hey, this has got eight billion screens!, I'm not going to do that.

Why did you mention eight billion screens!

Because of the current 'mega-game' trend, I can translate these terms. For 'mega-game' read 'game with lots of screens' and for 'cartoon style animation' read 'sprites with little lines around them'. They are fashionable things; everybody is bringing out games with loads of playing area but never mind if they don't play well.

Does that matter at the end of the day?

Technically they are doing what they set out to do. What does it matter if cartoon-style graphics are two sprites?

A game as a whole is not sold on the basis of graphics but some companies do take this line. A game is a synergistic combination of many parts — graphics are just one part of it — they can be used as part of a style.

You yourself have a style of using sheep and llamas . . .

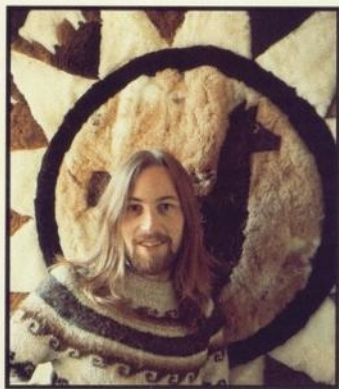
That's exactly it. What I dislike at the moment in the industry are ads that say, This game is better than *Jet Set Willy*, or This game is the best. You can't say 'the best' anymore. We've all reached a certain technical level.

What do you mean THE BEST? Because it's subjective, everybody has their own tastes.

All the programmers have reached a standard where they can produce games that look nice and are 'polished', but the thing is you can't say your game is any better than someone else's because people who like my games might not like someone else's games and vice versa. I write

games for people who like my style; if people don't like my style I'm not that bothered.

Aren't you producing games to make a living?



"You can't say 'The Best' anymore . . . we've all reached a certain technical level"

I'm producing games because that's what I like doing, because I'm a video games artiste. I get lots of letters from people saying they really like *Ancipital*, or they didn't like *Ancipital* as much as *Revenge*. I like to hear what people like and dislike about my games.

On CompuNet I get a big kick from putting up a game called *Synchro* and have people take it for free. I really enjoyed writing it, there was no pressure to produce a particularly marketable game.

Aren't you creating your own pressure by saying 'marketable'. Why not do your own thing, why worry about it?

Well that's what I do now, but at the moment there's so much heavy commercialism in the whole scene that it does tend to leak over no matter how much I try and negate it. Perhaps I

should take a course in Zen and meditation!

What's the response been like to *Ancipital*?

The people who have bought it like it a lot, there haven't been any letters saying it's disliked. In fact there's been loads and loads of letters saying *Ancipital* is driving people crazy. They love it.

Again, like most my games it tends to suffer at the hands of casual reviewers.

What do you mean by casual reviewers?

Guys who are given thirty tapes to review in an afternoon, so they try and play each game in five minutes — and for one of my games that's a pretty damn stupid way to try and play.

By your own admission a lot of your games are shoot-'em-ups so why shouldn't they be able to review it in five minutes?

Well, look at *Ancipital*. It's a shoot-'em-up but with that bit more. Stuff like *Matrix* and *Grindrunner* admittedly could be reviewed in five minutes, but take *Revenge*. If you played it for five minutes you'd only see the first two or three screens, out of a total of 42. Some reviewers of *Ancipital* don't even bother to read the instructions, they don't know what they're doing. The first time Help screens have been introduced into an arcade game and they don't mention them! I saw a review where it said there were 81 screens in *Ancipital* . . . where it says at least four times in the instructions there are 100 screens.

Let's move on a little, what is it about sheep and llamas you like so much?

I like them because they're so hairy.

You like hairy things . . .?

Plenty to grab hold of . . .

What do you see in the future?

I hope there's a big crash in the market . . . I really hope the big heavy commercial outfits crash.

But they're the ones taking over now?

They are taking over and it's all so cynical.

In what way is it corrupt?

There is corruption — you get chart hyping.

Isn't it a relatively new thing for software?

It is, it's all going the wrong way.

So it's a young industry that's going full circle like the video and record industries?

It's not even like the record industry. People aren't being encouraged to develop their own

atbuster

styles. The distributors buy a certain type of game — a game with pretty graphics and backed by full page colour ads. They don't look to see if a game is different or original. They buy games with a lot of hype behind them, and programmers with really good games may not be able to get their games sold. That is bad news when a distributor can lock you out like that. I have had the same trouble with *Ancipital*. The distributors have gone for something else — they haven't even looked at *Ancipital*.

How can you be sure they haven't seen it?

Because they would have bought it!

That's a very complacent attitude.

OK it's a complacent attitude, but it's not a



"Some reviewers don't even bother to read instructions... they don't know what they're doing"

bad game, it's original and the response I've had from people who bought it is that they've loved it. So what the hell more do they want?

Have you not spoken to the distributors over the problem. Why aren't they buying it?

It's like talking to a brick wall. They go on about marketing — what it comes down to basically is that they buy stuff with hype behind it.

So they're saying to you take 'X' number of colour page ads and we'll buy the game off you?

They're not saying that, but just look at the games they're buying! US Gold and Ocean! Ocean have something like 16 pages of colour ads in the computer press. Look at any Ocean game and compare it to some of mine and you can't say it's better. I've got one of the largest followings of people who like my style of game in the country, I've worked hard to develop a following and I like to think I satisfy them. It annoys me when these guys can't get hold of my games because it gives the pirates a chance to step in.

Do you have any plans to write for other machines such as Amstrad or MSX?

We will probably be doing some conversions for MSX and Amstrad.

So you're talking conversions rather than writing new games?

I personally wouldn't write on the Amstrad.

Why — no sprites?

I don't think I could give it my best, I'd be writing in Z80 on a machine that was totally bit-mapped.

"Distributors don't buy a game if it's original — they buy games with lots of hype. That's bad news."

Again — no sprites.

It's not so much that I can't use machines without any sprites, because I use the VIC quite well. I'm now used to the style of development using sprites, and I think I write better games with a sprite-based machine.

You passionately believe in games — it's not just a job for you?

Oh no, it's not really a job at all, it's something I would be doing anyway if I had a 'normal' job. I've spoken to many people throughout the industry and I've mentioned Jeff Minter and they've said Jeff isn't well liked. I personally have said to them it's because you have such strong beliefs on games and gaming styles. Do you think that's the reason why people tend to switch off when one says Jeff Minter and Llamasoft?

Well maybe. I'm just apart from the rest of the industry. I'm not doing what they're doing.

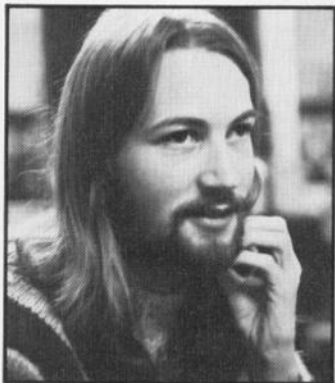
Which is...?

Look, the main reason these guys have formed a software house is to make a lot of money. Every other software house is run by people who aren't really games hackers at heart and they don't get a kick out of designing video games.

They're just in it for the money?

To different levels. — Someone like Taskset is different because those guys like games and enjoy designing. What I see is that no other software house barring Taskset is developing a style of their own.

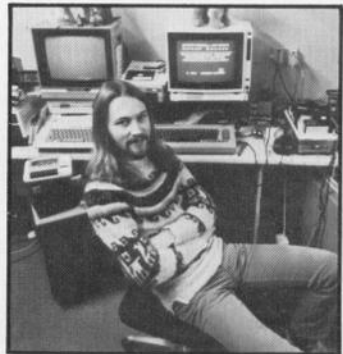
I tend to be a little more experimental — I do games because I like to do *that* game. People



"I've always been into Pink Floyd and that sort of thing. It's the way I'm most relaxed"

who like my games tend to be very passionately into them or don't like them at all — there's very little middle ground.

I don't release a lot of titles because it's very cynical just to flood the market.



"I like Taskset — their stuff is witty and pretty original. Activision's is nicely done with good ideas — the games are simple and enjoyable to play"

You don't plan to release a game every two or three weeks?

Nol Say somebody likes my games and suddenly I start producing three games a month — how's the poor kid going to be able to buy all these games?

So you're talking quality. A game can be produced to a far higher standard over two or three months...

I'm not a particularly fast coder — I like to tinker around with the stuff.

What do you say to people like Tony Crowther who knock out a game in two weeks?

Well I think he's a talented programmer, but I can't say I'm enthralled with his stuff. It's good, it's very competently coded, but there's nothing very original there. *Loco* was an arcade game then there was *Son of Bagger*, a scrolling *Manic Miner*, then *Potty Pigeon*, *Monty Mole* and *Suicide Express* — all of which are variations on the smooth scroll theme.

CONTINUED OVER PAGE

Goatbuster

Who else do you like in the industry?

Of the English lot... very few. I like Taskset because their stuff is witty and pretty original. I play some of the Activision stuff — it's very nicely done with good ideas — the games are simple but enjoyable. *HERO* and *Toy Bizarre* especially. *Pitfall 2* is a great game on the VCS. I've always respected Activision from early days when I owned a VCS; they bought out *Activision Tennis* which is about two-thirds as good as Psion's version, but it was written in 2K!

Why did you call your company Llamasoft?

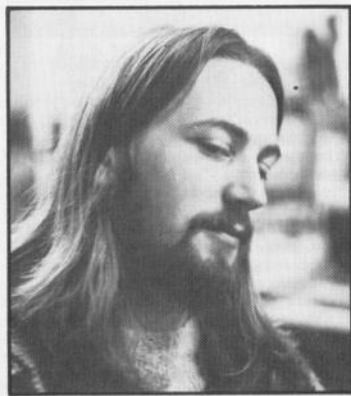
I'd always been notorious at school for being into camels, and llamas were a natural progression, being camel-related. I read about them in a book when I was at sixth form. I knew they existed but I saw pictures of them and thought, 'Wow, these beasts are really nice'.

Why the old-hippy style? Why the beard and long hair?

It's just the way I am, really. I've always been into Pink Floyd and that sort of thing. It's the way I'm most relaxed. I'm not doing it for publicity as some cynical people would say.

But you do get a lot of publicity — you have a high profile in the industry!

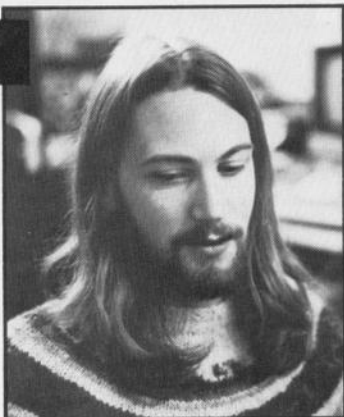
It's nice, but I don't go out there looking for it!



'There are times when I feel like quitting, but I'll always be writing games.'

What about Interceptor Micros? In a lot of their recent games they've been openly courting you by using characters like Jeff the Jippy Jester and Llamaburgers in their games.

That's their bad trip, not mine. For some reason they dislike me. I haven't upset them knowingly. I actually thought Interceptor were looking up



when they released *Siren City*. It wasn't brilliantly programmed but it was an original concept. I thought they had got their act together — when they suddenly started doing *Manic Miner* stuff and more arcade clones. But a lot of companies do clones — they're no worse than anyone else over cloning.

Are you getting to the stage where you want to drop everything and go away and forget it?

Yes, There are times when I feel I like quitting. But I would always be writing games anyway. I'm going to carry on writing games but I'm not going to mind if they don't get into this week's mega-funky top thirty! In the early days charts were OK because they were put together by guys who ran computer shops, like the one in the VIC centre where the guys would show you all the games. It was representative then, a good game would do well — a bad game would bomb. Nowadays all the charts reflect is, who's got the most efficient marketing organisation or who the distributors have designed to buy from this month. It's just doesn't mean anything.

What games would you personally take to a desert island?

Rescue on Fractalus! *Star Raiders*, obviously, probably *Elite* when I want a more intellectual version of *Star Raiders*. *Elite* is a thinking man's *Star Raiders*.

Should we ban the bomb?

Yes, we certainly should!

Are you in favour of the Greenham Women?

Yes. They're doing an important job down there, while other people down there are playing at soldiers.

There is a distinct lack of men though. Do you think men should go down and give them support?

If they want to make a feminist point at the same time that doesn't really bother me because they're making a very important point about cruise missiles in the first place. The feminist issue is their trip — I'm not exactly a sexist bloke. **Now you mention it, which do you prefer — male or female llamas?**

Female ones of course! What do you take me for?

The ORIGIN of the SPECIES

by JEFF MINTER

For the first time anywhere in BIG K, the rock-'em sock-'em official history of Llamasoft from the Hairy One himself!

FIRST CONTACT with a micro 1978 as far as I can remember, at 6th Form. It was an 8K PET with the calculator keyboard. Taught myself BASIC, wrote games found out games needed speed taught myself machine language.

Left 6th Form, went to university in Norwich armed only with a ZX80 I'd saved for six months to buy and an old TI I'd got for a fiver. While I was there I (a) bought an Atari VCS (b) did a little illicit hacking of the resident VAX mainframe, (c) got caught and hammered for the aforementioned hacking, (d) spent quite a little time on the biology lab's Apple systems which were my first experience of the Disc Drive (may its Name be eternally praised). Eventually (e) got kicked out 'cos I was supposed to be doing maths and physics. My pleas to be allowed to transfer to computing fell upon deaf ears (at least I think he was deaf).

Got back, obtained a ZX81 (wow!), started going to Oxford Poly. Wrote some ZX81 games which were sold by DKTronics. Designed their graphics ROM (note two little llamas and initials 'JM' therein testify to the design) and wrote machine code versions of *Centipede* and *Space Invaders* using said ROM. Got very nasty virus infection quite ill for three months, had to leave Poly. Got hold of VIC-20. Wrote tape of ten little games for DKTronics. (There's a collectors' item for anyone who still has one!) Had disagreement with DKTronics over ZX81 graphics ROM. Decided to go solo!

Jeff Minter is also to blame for the hyperinflation of game scores. You will soon get to think nothing of six figure scores in Llamasoft games. To quote from *Frankie Goes To Hollywood* "When two tribes go to war, one and a half million is all you can score"; In *The Nature of the Beast*, Llamasoft's own freaky fanzine, is a table of high scores for the games. Most of them look like telephone numbers. The fanzine is written by Jeff and produced on an Apple Macintosh using Macwrite and Macpaint. Issue one, sub-titled the "first hairy issue", is fronted by a Macpainted picture of a sheep.

Llamasoft games are mainly for the Commodore 64 and Vic 20. A number of the games are being translated to the Atari machine, generally with better sound and graphics. Sooner or later Llamasoft's first MSX game will be available, probably a version of *Gridrunner*. Certain Llamasoft games are available in Spectrum versions, converted by Salamander Software and distributed by Quicksilver. All the games work best with joysticks, and can be tough on them. If you get hooked on Llamasoft games be prepared to fork out for a heavy-duty joystick. You also need a lot of energy.

The Games TRAXX

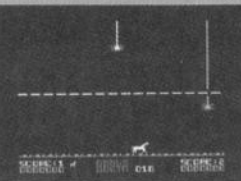
Traxx is a grid game, grids being the earliest Llamasoft craze. The idea is that you must capture squares while avoiding bugs that float about. It is similar in concept to the Atari game *Ox*, though somewhat cruder.

METAGALACTIC LLAMAS BATTLE AT THE EDGE OF TIME

What a mouthful! *Metagalactic Llamas* is certainly not a game to play at the dinner table. Llamas spit, metagalactic llamas spit something pink, totally disgusting, and lethal. Pitched against the salivating llamas are some hellish looking "Zyaxian cyborg arachnid mutants". Shooting the spiders will earn you points, but hitting the threads they hang on can be risky. When a shot thread snaps, the spider falls to earth, metamorphoses and chases the llama. You can still get to blast at the spiders as they scuttle over good old terra firma, by bouncing your llama's spit off a horizontal force field controlled by the up and down action of

your joystick. In one way part of the game is all about clever deflection of... ough, spit.

Unlike later Llamasoft products, *Metagalactic Llamas* does not offer a great range of beasts to zap. But then the original game was written for the memory-poor Vic 20. An improved version of the game runs on the Commodore 64. Spectrum owners will find a version for their machine is available from Salamander Software. Simple though it may be, *Metagalactic Llamas* is an enthralling zap, and in retrospect was a clear indication of weirder things yet to come from the mind of Minter.



GRIDRUNNER

International best-seller, *Gridrunner* is loosely based on the old Atari game, *Centipedes*. Minter's influences are as easy to spot as Marc Bolan's. Instead of taking place at the bottom of a garden, Llamasoft's update of the old classic sets the action in deepest space, so Bill, Ben and Little Weed can take a nap. Once again we are pitted against the evil might of the Zyaxian Empire. You are in control of a space ship, the *Gridrunner*, which can move around the lower portion of a big red grid. It seems that space is full of Them. Your task is to vaporize droids as they hurtle from the top of the screen towards and past you.



So far the game is just like a souped-up version of *Centipedes*. The nasty bits are the X-Y zappers which patrol the fringes of the grid taking potshots at you and yours. They fire

plasma pulses, which are bad enough, but when two pulses cross, a Pod is formed. Pods can only be destroyed by repeated blasting. After a few minutes of sweaty palms and joystick fatigue, a successful campaign is rewarded with the message, "Grid Zapped". The euphoria is short-lived, as within seconds another wave starts. A total of twenty waves complete the game. In its day *Gridrunner* was a masterpiece; it still plays well today, even if it is a little unsophisticated. Definitely a game for novices to sharpen their claws on.

LASER ZONE

Laser Zone turns *Gridrunner* on its head. Instead of dodging the X-Y zappers, you are now placed in control of them. Poacher turned gamekeeper. The program makes ingenious use of the joystick. X-Y zappers can move up and down the bottom and right and sides of the grid shooting at the poor wretches that happen to be there. Funny how you can't remember what it felt like. Moving your joystick left to right controls the horizontal zapper, and moving it up and



down controls the vertical one. Initially the zappers only need to fire straight forwards, out into space. However should the aliens reach one of the sides of the grid, they will crawl towards the zapper in order to destroy it. You can get around this by controlling your zapper to fire a diagonal shot. However you must take care not to blast the other zapper. The key to mastering *Laser Zone* is mastering this diagonal shooting technique.

HOVER BOVVER

Of all the Llamasoft games, *Hover Bovver* stands out as being different. It is a distinctly suburban game, set in a large back garden.

The aim of the game is to cut a lawn. It sounds simple. Yet the whole deal is complicated by the



neighbours, whose mower you "borrowed" to mow the lawn. You avoid them, or better still, get your dog on them. Shouting "Down Shep" doesn't work. This is more a cutesy game than a blaster.

Hover Bovver is available on both the 64 and the Atari micros. There is little difference between the versions, yet the game feels slightly better on the Atari. In the Llamasoft newsletter, *The Nature of the Beast*, Jeff writes that "the more I see of the Atari, the more I like it. The potential of the machine is enormous, and the colour effects knock out your eyeballs."

SHEEP IN SPACE

Slightly reminiscent of *Defender*, *Sheep in Space* is set in surreal surroundings with a planet surface at the bottom and top of the screen, the inside of a huge torus of "doughnut" which is eight miles round. A number of these ecosystems were built to supply a human colony precariously located on the fringe of the Zyaxian Empire.

Needless to say the fiends attacked. In response the humans refitted a number of sheep which hadn't yet been converted into casserole of lamb chops into "multi-shielded combat sheepsoids". Each crazy mixed-up mutton is capable of firing "Bonios of Doom", ie.



bullets and utilising "Dimension Jump Translation Modes", the woolen equivalent of hyperspacing.

As with other recent Llamasoft games, there is a wide variety of aliens for you to splatter, and a total of 48 different levels. The interesting feature of *Sheep in Space* is the way that gravity acts on the game. Both the upper and lower surfaces possess gravity. The nearer a sheep gets to either surface the slower it travels. So for maximum speed, life in the fast lane begins equidistant between the two surfaces. Bonios of Doom drop to the nearest surface when fired. It is important to keep your sheep fed. To do this he has to periodically land on a pasture and scoff. Overeating results in an exploding stomach, and can be very nasty. Eating also replenishes the sheep's shields so you need to strike a balance between muttomy gluttony and shield status.

ATTACK OF THE MUTANT CAMELS

Basically the aim of this game is to butcher camels and get the hell out of it (before the RSPCA catch you?). The Atari version of *Attack* has some of the most amazing graphics known to mankind. I've seen some sunsets in my time, but those shown as part of this game are breathtaking.

REVENGE OF THE MUTANT CAMELS



At this stage in the proceedings, the Earth v Zyxian match has gone into extra time. Everything is even, and if one side doesn't make a breakthrough soon, the whole war will have to be decided on penalties. Llama-loving Jeff Minter must have fallen for those camels while developing *Attack*, because this time they are back, not as enemies, but as Earth's main defence against the heinous aliens.

Contacted by telepathic metagoats, the 90 foot high camels were convinced of their true loyalty to Earth. Pyramids with eyes wink in the background, another Minter

motif, as dromedaries drift across the land spitting at all-comers.

Like metagalactic llamas, mutant camels' spit is deadly. Targets include telephone kiosks and skiing kangaroos, all pretty normal zap fare in a Llamasoft game. The skies rain with canes, CND symbols and a Eugene carrying axes. A sideswipe at Eugene Evans, late of *Imagine*, or a reference to an obscure piece of music by some dead rock stars?

ANCIPITAL

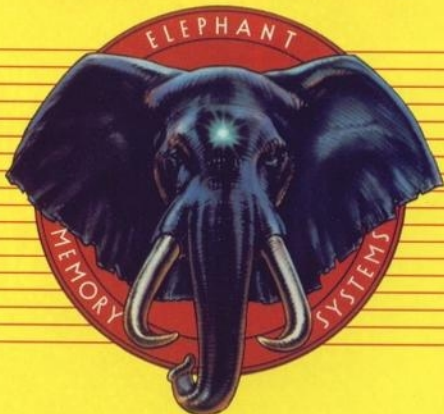
One way of looking at the latest Llamasoft computer concoction, *Ancipital*, is to call it an adventure. At least there are certain elements of adventure to the game, but there is little resemblance to the *GO NORTH*, *TAKE TREASURE* nonsense that make text adventures such a bore. In fact there is hardly any text at all.

Ancipital's action takes place in the "Zyxian weapons-research outpost", the meanest place this side of a Tube station at midnight. The air is filled with a powerful hallucinogenic designed to burn out the brains of any humans who might happen to stray into the area. So they sent the Ancipitals, half-man, half-goat and half-wits. There are 100 different rooms or "chambers of defence" to contend with. Each has a different type of nasty to attack you and requires a different strategy from the player.

In the same way that *Atic Atac* scores are measured both by the number of points amassed and the percentage of rooms visited, *Ancipital* has a dual-mode scoring system. One of the rules which helps reviewers tell a good game from a bad one is do you get better the more often you play the game? The answer with *Ancipital* is Yes. *Ancipital* is just enough to keep Llamasoft lovers going until the next piece of psychedelic Minter madness. Jeff calls it a "progressive" arcade game. I call it a damn fine zap.



ELEPHANT NEVER FORGETS



1 REM OCTONIUM MOON
2 REM <1984> AUTHOR: SCHWANENFLUGEL
3 REM COPYRIGHT © OCTOSOFT
SCHWANENFLUGEL/TRENIER
4:
5 POINTS%=0:PROCINIT
6 MODES:VDUS
7PROCSETUP

7797:

7998:

7999:

8000 PROCYOU

8001 I=FNIINERTIA

8003 IFFNL ANDPZ=1 AND ABS(Y)<2 PROCAL

DEF ELSE IFFNL AND Y<2M#=") ANDING SPEE

100 HIGH:GOTO 12000

8004 IFFNC OR FND GOTO 12000

8005 PROCIN

8006 IF C=65 AND FUEL%>0 GOTO 12000

8009 V=V GRAVITY

8010 A=AIX:B=BIY:II RCBO THEN 12000

8011 IF B:1200 THEN 13006

8017 PROCINSTRUM

8020 GOTO 8000

8030:

8799:

9000 DEF PROCSETUP

9002 VZ=RDND(200)+100

9005 VDU19,2,2,0,0,0

9006 F=0



OCTONIUM

MOON

Your mission—land
on the famous and
deadly moon, mine
the priceless ore

and get
away alive!

Controls:

Z,X: Rotate left/
right

A: Abort

Light Thrust

Return: heavy

Thrust

K: Jettison

fuel

J: Jettison

Octonium

```

9007 GAINZ=0
9010 GCOL1,2
9012 P=RND(200)+100
9013 Q=10:PERIOD=RND(75)+125:PHASE=RND(
)2
9014 W=RND(300)+100
9020 FORX=0 TO 1280 STEP 8: IF X%MOD63=1
Q=RND(14)-8
9025 IF FNFLAT PROCFLAT
9030 MOVEXZ,80: DRAWXZ,YZ+80
9040 YZ=YZ+10*SIN(XZ/PERIOD+PHASE): YZ=Y
Z+(RND(4)-2)*4+Q: IF YZ<OYZ=-YZ
9050 NEXT
9060 GCOL0,7: FORT=1 TO 50
9061 SZ=RND(1280): TZ=RND(944)+80: IF FORT
NT(SZ,TZ) NEXT: GOTO 9063
9063 IF YZ>900 GOTO 9070
9070 MOVE 0,80: GCOL0,3: DRAW1280,80
9075 MOVE 22,10: DRAW 160,10: DRAW160,44:
DRAW 22,44: DRAW 22,10: MOVE 92,10: DRAW 92,4
4
9080 IF FUELZ>500 GCOL0,2 ELSE GCOL0,1
9082 MOVE 200,40: DRAW FUELZ/2+200,40
9085 GCOL0,3: FORQ=0 TO 9: PLOT 69,200+Q*125
,36: NEXT
9087 PR=1: GAINZ=0
9088 A=40: B=1010: X=RND(3)+2: Y=RND(2)-6
9090 ENDPROC
9098:
9099:
9100 DEFPROC LANDED
9105 FOR T=0 TO 200 STEP 20
9110 SOUND1,-15,T,1: NEXT
9115 GAINZ=GAINZ+1000*RND(1)*PR: FUELZ=F
UELZ-300*RND(1)+80
9120 LX=X: LY=Y: X=0: Y=5: PR=PR+1: PROCERA
SE

```

```

9125 IF FUELZ<500 GCOL0,1 ELSE GCOL0,2
9127 MOVE 200,40: DRAW FUELZ/2+200,40
9130 IF FUELZ>500 FF=0
9150 ENDPROC
9170:
9175:
9200 DEFPROC INSTRUM
9210 MOVE 30,40: IF ABS(X)<.1 GCOL0,2 ELSE
GCOL0,1: SOUND2,-3,99,1
9212 VDU 240
9214 MOVE 96,40: IF Y>.2 GCOL0,2 ELSE GC
COL0,1: SOUND1,-8,140,1
9216 VDU 240
9221:
9225 GCOL0,0: MOVE FUELZ/2+200,40: DRAW FUEL
Z/2+225,40
9230 IF FNCHCOL FF=1: GCOL0,1: MOVE 200,40
: DRAW 200+FUELZ/2,40: ENDPROC
9235 IF FUELZ<500 SOUND2,-9,200,1: ENDP
OC
9245:
9250 ENDPROC
9255:
9256:
9475:
9496:
9500 DEFPROC INIT
9503 VDU 23,240,255,255,255,255,255,2
55,255
9505 VDU 23,230,24,76,90,90,36,60,90,195
9506 VDU 23,231,4,10,10,17,21,14,10,27
9507 VDU 23,232,16,22,26,5,5,26,22,16
9508 VDU 23,234,1,13,19,20,20,19,13,1
9509 VDU 23,233,27,10,21,17,17,10,10,4
9510 VDU 23,241,129,129,195,195,231,2
55,255
9511:
9512 VDU 5
9520 DIMA$(4): FORT=1 TO 4: A$(T)=CHR$(T+23
01: NEXT
9523 SFUELZ=1000: FUELZ=SFUELZ: LFUELZ=SF
UELZ
9524:
9525 DEFFNC=POINT(A+58+2*X,B-30+Y)=2
9526 DEFFND=POINT(A+8+2*X,B-30+Y)=2
9527 DEFFNS=(RND(1)<.9)
9528 DEFFN FLAT=(RND(1)<.02)
9529 DEFFNL=(POINT(A+2*X+32,B+Y-32)=1)
9530 DEFFN INERTIA=(FUELZ+WEIGHTZ+GAINZ)
/3500
9531 DEFFN CHCOL=(FUELZ<500 AND FF=0)
9534:
9535 WEIGHTZ=1000
9536 GRAVITY=.05
9537 FZ=2
9538 FF=0
9539 M$=""
9545 POINTSZ=0
9590 ENDPROC
9595:
9596:
9600 DEFPROC YOU
9605 MOVE A-X,B-Y-4: GCOL0,0: VDU 240: MOVE
A,B: GCOL0,7: PRINTA$(FZ)
9610 MOVE A-X+4,B-Y+28: GCOL0,0: VDU 240
9611 GCOL0,1
9645 ENDPROC
9648:
9649:
9650 DEFPROC FLAT
9655 GZ=XZ: FORXZ=XZ TO XZ+64 STEP 8: MOVE XZ,
80: DRAW XZ,YZ+80: NEXT: GCOL0,1: MOVE GZ,YZ+8
0: DRAW XZ,YZ+80
9660 GCOL 0,2
9680 ENDPROC
9685:

```

OCTONIUM MOON for BBC

OCTONIUM

MOV

```

9686:
9700 DEFPROCIN
9705 C=INKEY(1)
9708 *FX21,0
9710 IF C=90 PZ=PZ-1:IF PZ=0 PZ=4
9711 IF C=88 PZ=PZ+1:IF PZ=5 PZ=1
9712 IF C=93 THRUST=.2:FLOSS=2:N=5:LEV
L=-13:PROCTHRUST
9713 IF C=13 THRUST=.35:FLOSS=4:N=5:LEV
EL=-15:PROCTHRUST
9714 IF C=95 THRUST=.5:FLOSS=12:N=6:LEV
EL=-15:PROCTHRUST
9715 IF C=74 AND POINTS>49 POINTS=POI
NTS-50:SOUND0,-15,2,1
9716 IF C=75 AND FUEL%>0 FUEL%=FUEL%-20
:SOUND0,-15,1,1
9740 ENDPROC
9741:
9742:
9745 DEFPROCNOABORT
9747 GC0L0,0:MOVE 200,40:DRAW 1280,40
9749 Y=B/300:X=0:PZ=1
9750 FUEL%=0
9751 ENDPROC
9753:
9755:
9765:
9766:
9800 DEFPROCTHRUST
9801 IF FUEL%<0 ENDPROC
9802 SOUND 0,LEVEL,N,5
9804 I=FMINERTIA
9806 X=X-THRUST*(PZ=2)/I+THRUST*(PZ=4)/
I=Y-Y-THRUST*(PZ=1)/I+THRUST*(PZ=3)/I:FU
EL%=FUEL%-FLOSS:Y=Y-GRAVITY
9820 IF FUEL%<LFUEL% LFUEL%=FUEL%
9850 ENDPROC
9855:
9856:
9900 DEFPROCERASE
9901 YSEARCH=B+4:ALIMIT=A+26
9903 REPEAT
9904 YSEARCH=YSEARCH-1:IFYSEARCH<0 ALIM
IT=ALIMIT+10:YSEARCH=B+4
9905 UNTIL POINT(ALIMIT,YSEARCH)=1
9906 XSEARCH=ALIMIT
9907 REPEAT
9908 XSEARCH=XSEARCH-1:UNTIL POINT(XSEA
RCH,YSEARCH)<1
9909 GC0L0,0:MOVE XSEARCH+4,YSEARCH:DR
W XSEARCH+69,YSEARCH
9915 ENDPROC
9920:
9921:
9922:
12000F0RT=1T0150:VDU19,0,RND(4),0,0,0:NE
XT:VDU19,0,0,0,0,0:*FX21,0
12005 DX=A+36:EX=B-32
12015 IF M#<>"T1EN12050
12017 POINTS=POINTS+GAINX
12020 IF FUEL%<0 M#="LACK OF FUEL":GOTO1
2050
12030 M#="TOUCHDOWN OUTSIDE PLAIN"
12040:
12041:
12041:
12050 SOUND0,-15,4,10:SOUND0,-13,5,25:S0
UND0,-12,6,100:SOUND0,-10,6,400:MOVEA,B-
24:GC0L0,0:VDU240:MOVEA,B-44:GC0L0,2:VDU
241
12051 MOVE A,B-63:GC0L0,2:VDU240
12053MOVEA,B:GC0L0,0:VDU240:B=B-50:A=A+2
6:F0RT=1 T0400:GC0L0,0-(RND(1)<.5):PL0T6
9,A+6+(RND(100)-50)*T/500,B+70*(T/500)-R
ND(10):NEXT

```

```

12054 MODE7:VDU10,10,129,141:PRINT"MISSI
ON FAILED":VDU129,141:PRINT"MISSION FAIL
ED":*FX21,0
12055 VDU10,10
12060 VDU130:PRINT"DUE TO:":M#
12061VDU10:PRINT" VERTICAL SPEED:"INT(Y*
100)/100" M/S":VDU10
12063 VDU134:PRINT"MISSION DATA":IF FUEL
%<0 FUEL%=0
12064 PRINT" FUEL%,"OCTONIUM:"POIN
TS
12065 VDU132:PRINT"PRESS RETURN FOR ANOT
HER MISSION"
12066 VDU23,1,0,0,0:0
12070A=INKEY(1):VDU23,1,0,0,0:IFA=-1 G
OTO12070
12075 IF A=13 RUN ELSECLS:STOP
12500 STOP
12505:
12506:
12507:
13000 FUEL%=FUEL%*100:F0RB=B T01100STEPB
:I=FMINERTIA:FUEL%=FUEL%*4:IF FUEL%<0
PROCNOABORT:GOTO 8000
13001GC0L0,0:MOVE A,B-8:VDU240:GC0L0,3:M
OVEA,B:VDU231:SOUND0,15,4,1:NEXT:GOTO13
006
13003 GOTO13006
13005 F0RB=B T000STEP-4:MOVEA,B+16:GC0L0
,0:VDU240:GC0L0,3:MOVEA,B:VDU233:IF POIN
T(A,B-24)=0 GOTO12000 ELSE NEXT:GOTO1200
0
13006 MODE7:VDU10,10,129,141:PRINT"MISSI
ON ABORTED":VDU129,141:PRINT"MISSION ABO
RTED":IF FUEL%<LFUEL% LFUEL%=FUEL%
13007 VDU10,10:F0RT=0T039:PRINTTAB(T,5)"
":NEXT:VDU11,134:PRINT" >SPACESHIP DATA
":VDU10
13008 GX=GFUEL% FUEL%:LY=INT(LX*100):LY=
LX/100:LY=INT(LY*100):LY=LY/100:I=FMINER
TIA*3500:POINTS=POINTS+GAINX
13010 PRINT" WEIGHT OF SPACESHIP:"INT(
1)
13011 PRINT" FUEL IN MAIN TANK :":F
UEL%:PRINT" LOWEST FUEL LEVEL :":LFUEL
%
13012 IF GX=0 PRINT">FUEL LOSS" ELSE IF
GX=0PRINT">FUEL GAIN"
13013 VDU134:PRINT" LAST LANDING VELOCI
TIES:"VDU13:PRINT" HORIZONTALLY:"LY
13014 PRINT" VERTICALLY :":LY
13015 PRINT" OCTONIUM IN CARGO BAY
":GAINX
13016 PRINT" OCTONIUM IN MOTHERSHIP MAI
N BAY:"POINTS
13017 GFUEL%=FUEL%:CO=0:F0RT=0T039:PRINT
TAB(T,17)" ":NEXT
13018 VDU23,1,0,0,0:0
13019 VDU10,10,122:PRINT"PRESS 'RETURN'
TO CONTINUE MISSION."
13020 *FX21,0
13021 C=INKEY(1):IF C=1 GOTO13021
13023 FUEL%=FUEL%+GAINX/10
13025 GOTO 6

```



ADVERTISEMENT INDEX

Activision.....	31	Quark.....	53
Anirog.....	77	Romik.....	Cover 3
Automata.....	52	Shards.....	13
Beyond.....	54	Silica Shop.....	73
Cascade.....	80	System 3.....	2
Commodore.....	50	Tandy.....	7
Dennison.....	33, 39, 47	Ultimate.....	8, 9
Elite.....	Cover 2	Viper.....	65
Games Workshop.....	63	Vision.....	78
Gargoyle.....	62	D. K. Tronics.....	76
Interceptor.....	68		
Legend.....	28, 29		
Logic 3.....	18		
Microdeal.....	Cover 4		
Micromania.....	25, 55		
Micronet.....	70, 71, 72		



THE FABULOUS CASSETTE 50 FROM cascade

50 GAMES ON ONE CASSETTE

NOW AVAILABLE FOR Commodore 64 ELECTRON Atmos
DRAGON BBC A/B Spectrum Apple ATARI ORIC-1 ZX81 VIC-20

ONLY
£9.95
(INC. P&P and VAT)

It is impossible to tell you everything about the 50 games on CASSETTE 50 but they include many types such as maze, arcade, missile, tactical and logic games, to suit most tastes in computer game playing. CASSETTE 50 will appeal to people of all ages and the games will provide many hours of entertainment for all the family at a fraction of the cost of other computer games.

WE PAY TOP PRICES
FOR TOP QUALITY GAMES

EXPRESS DELIVERY-
ORDER NOW

Name

Address

Post Code

Country

Dealers & Stockists enquiries welcome.

Please send me by return of post, Cassette 50 at £9.95 per tape. I enclose a cheque/postal order for

E made payable to Cascade Games Ltd.

Please debit my ☐ No. ☐

COMMODORE 64	VIC 20	ORIC 1	BBC A/B
SPECTRUM	ELECTRON	ZX 81	APPLE
ATARI	ATMOS	DRAGON	<input checked="" type="checkbox"/>

Cascade Games Ltd.,
Suite 4, 1-3 Haywra Crescent, Harrogate,
North Yorkshire, HG1 5BG, England.
Telephone: (0423) 504526.

BK/2/85

For almost a year now you've been reading reviews with nothing more to go on than a set of enigmatic initials. But our reviewers have names. They have faces. If you prick them, they bleed. And they like playing games. We present, therefore . . .

JOHN CONQUEST



After — and, to be honest, during — a long day's slog at those no-Ks and one-Ks, not to mention the no-loads, the time comes when even the great JC can take no more. Sweeping aside the pile of boxes waiting to be evaluated he reaches for his trusty . . .

River Raid (Activision) is still my favourite relaxant. I'm up round the 200,000 (OK, 150,000 on a bad day) mark, which may be small potatoes compared to the millionaires I hear about, but pleases me no end. This game has so much style and



content that even after six months I haven't got tired of it. The initial stages are well-worn grooves now, though I still find the occasional new and more elegant solution, not to mention the odd extra points, while up round bridge 80 it's still relatively unexplored territory. A real classic, on the Atari anyway, which (having seen the MSX version recently) I shan't be parting with.

Bruce Lee (US Gold) is a visually stunning and mechanically superb action game that I can play over and over. Kicking and punching,

leaping and ducking, it pushes my tired old reflexes to the limit.

Hampstead (Melbourne House) is the current numero uno adventure game, though I suppose I'll crack that last 5% sometime and give it up. Still, at the rate I'm going, that should be just in time to start in on *Lever and Jones'* rumoured Costa Brava holiday adventure. I

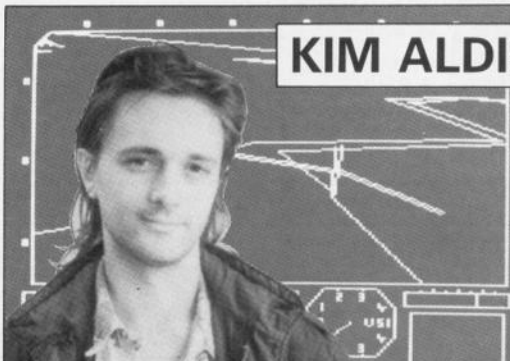
love *Hampstead's* sense of humour and, however much I enjoy playing computer games, it is refreshing once in a while to have one that's aimed in the general direction of my age bracket.

Listen, don't ask.

Dungeons & Dragons (Intellivision) is the only video game, apart from Colecovision's *Ladybug*, that isn't gathering dust at the back of the cupboard. Quite why I still play *D&D* I don't know, as it's been quite a while since I lost even at the hardest level, but it has that compulsive quality that makes it ever playable.

GAMES REVIEWS

KIM ALDIS



FOR SHEER entertainment value the current favourite game is putting out next door's cat, which inexplicably flamed on around the time it dumped its bowels on the front doorstep.

On the computer games front picking out a few faves isn't too hard when a game of noughts and crosses is preferable to ninety percent of the dross that passes this way.

The ability to last is important in a game and those that do would leave space in a thimble. Several of the classics, particularly *Pac-Man*, *Asteroids*, reworked by Acornsoft, or *Micro Powers' Killer Gorilla* get heaved off the shelf for an airing every now and then, but maybe it's in the very nature of computer games that they only last a few days before being replaced by some new Hypergalactic-Mega-Monster-Muncher. Which is probably why some jerk from Croydon who has problems with two plus two can impress a hick software house from Little Snodbury with his version of noughts and crosses for retarded rats. Hundreds of the things pass through these doors and of the many reviewed only a handful stand out.

Current top of the stack is Acornsoft's *Elite* which, whether the authors like it or not, is always going to be dumped in the same category as *Aviator*. A masterful piece of programming, mainly because of the superb graphics but also, I suspect, because there is always further to go, more weaponry to win and more variety around the corner.

Other favourites culled from the crop include *Frak*, because the graphics are unbelievable and the humour indicates a perverse mind; *Micro Powers' Ghouls*, again because of the graphics; and *Mr. Ee*, a recent release from Micro Power which I can't put down.

TONY TAKOUSHI



ERS PLAY

BILL BENNETT



MY FAVOURITE game is *Football Manager* from Addictive Games — it comes in versions for the Spectrum and the Commodore 64. I already have the Spectrum version, and would like the Commodore 64 version for Christmas.

Football Manager appeals to me for two reasons. Firstly, like a lot of people, I've always suspected that I could do a better job than Bobby Robson or Brian Clough. But the best thing about the game is that it is sociable. I like to invite a pile of friends round, fill the fridge with beer, and spend hour after hour managing *Leatherhead* from the bottom of the Fourth Division to the top of the First. Recently, I discovered *United* from CCC, which is a similar game, requiring different tactics. Believe me, buying Mark Hateley for your local club gives you a great feeling of power.

Fantasies on the whole don't interest me. I don't really like adventure games — I find them boring. Adventure fans argue that they stretch your brain. I prefer other forms of cerebral entertainment, in particular Psion's *Scrabble* for the Spectrum. I can usually beat it on the top level, and I don't like the way it cheats — certain words it uses aren't in any dictionary; but when a humanoid opponent isn't around, this game is great.

For the same reason I really like the *Backgammon* game

from Sinclair Research. Though again, it isn't really a tough enough opponent, but then I like winning. However Intelligent Software's *Cyrus Chess* is another favourite, and it can beat the pants off me.

There is something about Atari's *Eastern Front* that fascinates me. Once you master the technique, it is easy to win the game. But what a game! I like all the Atari games, and when I should be working, I find a quick game of *Pac-Man*, or any of the arcade cartridges, will recharge my batteries. I don't always have access to an Atari computer, though, so to satisfy my arcade game bloodlust on the Commodore 64, I turn to Jeff Minter's games. I'm a real fan of "Animal" Minter's "crazed zoological blasters. My favourite was *Sheep in Space*, but is now the amazing *Acnipital*. Since the cassette clattered through my letter-box I have devoted 50% of my waking hours to mastering the game. It is the greatest thing in home entertainment since John "Yogi" Baird invented the television. When it comes to arcade games, hairy Jeff is king.

Brilliant though Llamasoft games are, they are not at their

THE GAMES I play cover the Commodore 64, Atari 800, BBC, Vic 20 and Spectrum micros.

On the 64 front I enjoy a good session of *Super Pipeline* and *Jammin'* (Taskset), *Son of Bigger/Guardian* (All-gata) and *Revenge of the Mutant Camels* (Llamasoft). The Atari has always been one of my favourite micros because of its superlative colours and sound abilities. The games I really enjoy playing are *Star Raiders*/Escape From *Fractalus* (this game is mega for 3D effects in the raster format — it even makes *Encounter* look slow) *Necromancer*/Bandits and *Pole Position*.

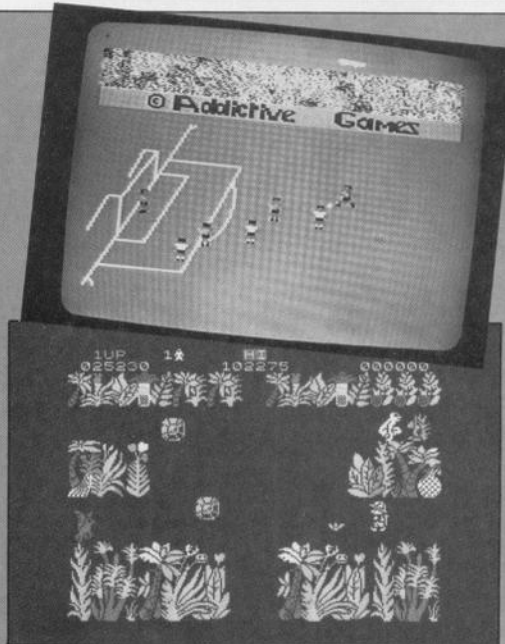
The BBC — well, it has to include *Elite* and *Frak*.

The Vic 20 has a few classics on it. *Lazerzone* from Llamasoft is still one of THE classic blasts for me. It has some of the finest sound effects and action I have ever seen for any micro. There is also the now-banned version of *Pac-Man* called *Jelly Monsters*. This version has yet to be beaten by ANY other micro.

Finally, *Omega Race* is one of the toughest and most skilful games on the Vic.

The Spectrum has few games I come back to. The latest one I really enjoy is *Robotron* from Atarisoft. Also *Atic Atac*/Deathchase and *Missile Defense* (Anirog).

At the end of the day I really do spend most of my time on the full size arcade machines I have in my flat. They are *Tempest* (Atari) and *Radarscope* (Nintendo). There ain't nothing like the real thing!

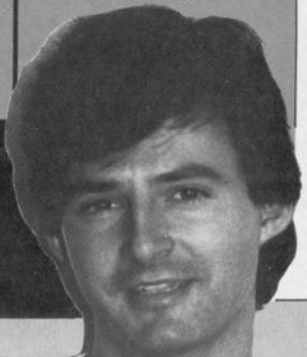


best on the Sinclair Spectrum. When the Spectrum is set-up, I reach for *Atic Atac* or *Sabre Wulf* from Ultimate Play The Game. Both these games make the most of the somewhat limited hardware of my battered old Spectrum. All the games mentioned above are classics,

maybe the best games currently available. The one thing that sets them apart from the herd is that they don't get boring.

STEVE KEATON

Being something of a fanatical gamer I'll play pretty much anything that'll come to hand. Obviously if I've got more than an hour to kill I'll dig out an adventure and try my luck, but more often than not I'll just dip into a simple shoot 'em up like *Zalaga* or play *Mine Storm* on the Vectrex. Nothing too complex. I like my fun fast and cute. Alternatively I'll watch some gore (usually Italian) on the Betamax or dive headlong into a pile of comix. I'm just an everyday sorta guy really...



GAMES REVIEWERS PLAY

FIN FAHEY

I HAVE an unabashed admiration for arcade adventures such as Mikro-gen's *Pyjamarama*, *School-Daze* from Microsphere, and the recent Ultimate successor to *Sabre Wulf*, *Knight Lore*. Having said that, I have to also admit that I don't spend a huge amount of time playing them. This is because I'm a poor loser, and since I'll never be a teenager again, and my reflexes are shot to bits by too many late nights and lunch-time boozing, I spend more time playing games that require a more thoughtful approach. Of course I always claim this is due to my refined sense of literary aesthetics.

Adventures and strategy games are my real meat, the only problem being that there are very few good ones. So far the adventure game scene has been marked by a profound laziness on the part of software houses, although I don't feel that will last. Exceptions are the solid meat-and-potatoes approach of Level 9, who at least go for sheer scale, and Melbourne House, who show signs of (gasp!) originality.

My nomination for top adventure this year would certainly go to *Hampstead*. Strategy games are stuck in an even deeper slough of naughtiness, and to my mind, *Eastern Front* from Atari is so far unsurpassed.

In spite of being a life-long pacifist, I've also enjoyed playing U.S. Gold's *NATO Commander* (I claim it offers valuable insights into the military mentality). Pet hates? *Kong* clones, *Sword and Sorcery*, and tacky little graphics added to grotty adventures in the forlorn hope of making them more saleable.

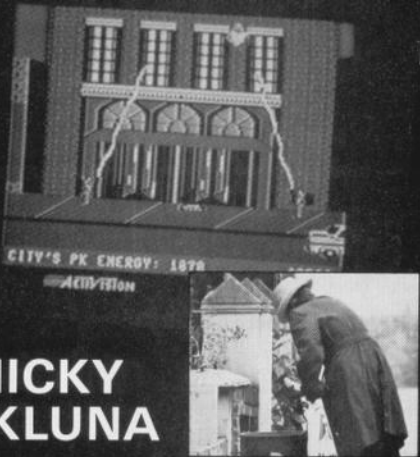
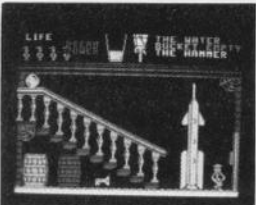
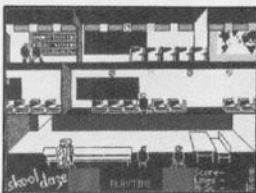


NICKY XIKLUNA

Actually, at the moment I'm still stunned, nay, obsessed with *Ghostbusters*. I think it's great. Not only are design and playability first rate, but the galvanisation of the SID chip into action, has resulted in the most true and pleasing musical arrangement I've ever heard. The speech simulation is unbelievable. More to the point, I never could resist a game that made me laugh.

But that's this week. Last week Ultimate's *Underworld* and *Knight Lore* were earthly sentients to Heavenware. I'm a sucker for games of character. *Frak!* is another favourite on that score. Then there's *Ghouls*. And Matthew Smith's *Wet Set Jilly* and *Manic Miner*. Add Mani Minter's crazed fantasies to the ranks of perennials. I also solemnly confess to having been a teenage *Valhalla* groupie. (But now I've grown up. Its drab. I'll put Melbourne Houses' *Adventure*, *Hampstead* in its place in my Hall of Fame.)

My games allegiances are pretty fickle. Software-we-love is so quickly superceded. If you want an all-time favourite — I'll give you Carol Shaw's *River Raid*. Now please may I go to the ball?



RICHARD BURTON

STOP ANY software reviewer on the street (resist the temptation to press money on him) and ask him to tell you, truthfully, what games he likes to play in his 'off-duty' moments. Chances are he'll say — if he's in one of his rare coherent moods — that there are several games he'd like to play more often ... if only he had the time. In reality there's a pile of cassettes and ROM's sitting gathering dust on a corner of his desk waiting for the moment when the flow of new releases eases and they can be taken out and used again. That moment hasn't arrived yet.

Just such a dusty pile is staring at me as I write. Do I really hear tiny voices pleading "Play me, play me"? If I do they aren't asking for more than they deserve.

When it's been a long night loading up tape after tape the immediacy of a video game system's ROM start-up is very welcome. I still consider the Colecovision to be the finest example of the video game genre and some classic game ROM's are contained in its repertoire. *Mouse Trap* and *Lady Bug* still have me yelling for more after hours of

play. Both are excellent examples of addictive, challenging gameplay. *River Raid*, of course, is good on any system but Activision's Colevision edition ranks among my particular favourites. Even the venerable Atari VCS maintains a soft spot in this old gamer's heart by still surprising me with gems like *Space Shuttle*, again from Activision. Established favourites like *Ms. Pac-Man* and *Yar's Revenge* are not forgotten when the VCS is trundled out.

Back in the slo-load world tape-based offerings it's still the arcaders that I go for but not necessarily the flashy zap-em-ups. Games like Quicksilver's *Ant Attack* and Vortex's *Android 21* rate for their innovation as much as their gameplay. Well, there's always the exception that proves the rule and Micro Power's *Ghouls* is great action whichever way you look at it.

Current faves? Well, jockeying for a place in the dust at the moment are *Ghostbusters* and Ultimate's newy, *Knight Lore* — both classics in the making.

Which is, of course, to leave a lot of great games out in the cold, undeservedly. And I plan to rectify that right now because I've got them all here ... well around here somewhere.



REMEMBER



ELEPHANT NEVER FORGETS

Get the best from your computer with ELEPHANT disks. Certified 100% error-free and problem-free, and with quality maintained for at least 12 million passes, ELEPHANT disks are guaranteed to meet or exceed every industry standard and are compatible with virtually every computer on the market.

Look for the ELEPHANT sign at your local Dealers – or in case of difficulty, phone or write direct to Dennison Manufacturing Co. Ltd.



Dennison

Dennison Manufacturing Co. Ltd.

Colonial Way, Watford, Herts WD2 4JY, Tel: Watford (0923) 41244, Telex: 923321

France: Soroclass, 8, Rue Montgolfer - 93115, Rosny-Sous-Bois, Tel: 16 (1) 855-73-70

Germany: Marcom Computerzubehoer GmbH, Podbielskistr. 321, 3000 Hannover 1, Telex: 923818

Other Countries: Dennison International Company, 4006 Erkrath 1, Matthias-Claudius-Strasse 9, Telex: 855 6600

ARCADE ALLEY

GO ON, give me something easy to do. I'll do anything you want. I'll fight Frank Bruno. I'll swim the Channel. I'll run the Marathon. Just please, please, don't make me play *Hyper Sports* again.

At first I thought I was ready; I have the audacity to believe that I was prepared. I'd spent months in training on *Track and Field*. I'd run for the bus at least twice, I'd plunged my fingers into hot bags of french fries until they were as rock. I'd taken gold medals, scored world record points. I seriously felt that I was in the top flight. But I hadn't reckoned with the cunning or ingenuity of the programmers at Konami. 'Cos *Hyper Sports* is a truly Olympian hurdle. *Hyper Sports* makes *Track and Field* look like ludo.

Now some of you may think I'm exaggerating — well, more's the pity for you. I can assure you that if you are caught unawares by this machine you will need the proverbial oxygen mask before you can say Steve Ovett. It may well look innocent nestling as it does quite innocuously between *Dragon's Lair* and *Driller Killer vs. Pac-Man*, but feed the beast 30p and you are in danger of a total physical and emotional breakdown.

The game itself resembles its predecessor in line and form; the usual excellent graphics are complemented perfectly by great sound effects and hilarious visual gags; judges smile synpathetically, contestants weep unashamedly, and nosey arcade attendants laugh hysterically over your shoulder as you fail to lift 150kg for the third time.



As with *Track and Field* the game is divided into 'events' (though there are seven now as opposed to six) and your progression through these is dependent solely on your own ability to satisfy the given criterion of qualification. (If you don't qualify you're back to the money slot and the nosey attendants laugh even louder.)

The first of these devilish disciplines is swimming. The starter gun fires, your man dives into the Olympic length pool

(along with five others) and the race on. This all seems quite straightforward really — your fingers pound away at the buttons, the little man ploughs through the water, the audience cheer — it's as easy as falling off a spring-board. The your man drowns. Did the nose attendant tell you that you had to press the middle button when the 'breath' sign appears? No he did not. Did he laugh? Yes he did. You start again. You pound away, your man ploughs through

DAVID DORRELL takes himself

to the outer limits (of financial

disaster) sweating it out on

Konami's *Hyper Sports*.

GOING

Is it true? Can it be true? Will tracksuits, marathons, sweat and cardiac arrest all go out of fashion just as arcade makers perfect

THE Ideal Sports Game? Will anyone care?

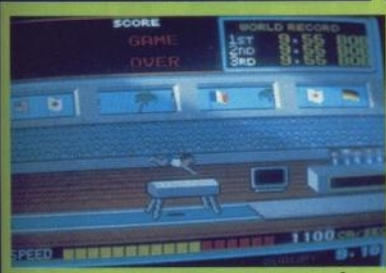
round. £5.10 and 51 rounds later I go through... just. All you have to do is hit the skeets as they fly through your sights. You have to hit twenty to gain the necessary 200 points. I've had easier times juggling chain-saws... But by the end of the day I could have parted the attendant's quiff at fifty paces. Then it started to get hard.

You're through to the third round, your man runs along the gym floor, he hits the spring board, flips off the long-horse and manages all of one somersault before landing quite unceremoniously

on his head in front of the judges. Someone in the corner laughs. If you're really lucky, and you manage to press the buttons fast enough, you can make the necessary four somersaults and land upright. And of course one day you'll find a goose that lays golden eggs.

So now you've sailed through three events and — if you're the average player — you've notched up an overdraft that looks like a New York phone number. What better then than a quiver or two on the archery field? A birds-eye view allows you to shoot straight at the

WORLD RECORD			
1 FREE STYLE	BOB	49:57	
2 SKEET SHOOTING	BOB	17256	
3 TRIPLE JUMP	BOB	4320	
4 ARCHERY	BOB	19:18	
5 SEIBAT LIFTING	BOB	250	
6 POLE VAULT	BOB	5:54	
TODAYS BEST 10			
1 BOZ	178000	2 AJT	151780
3 BOZ	139000	4 JVE	145110
5 BOB	144270	6 BOB	142610
7 T.	141630	8 BOB	141070
9 AJT	140720	10 BOB	139760



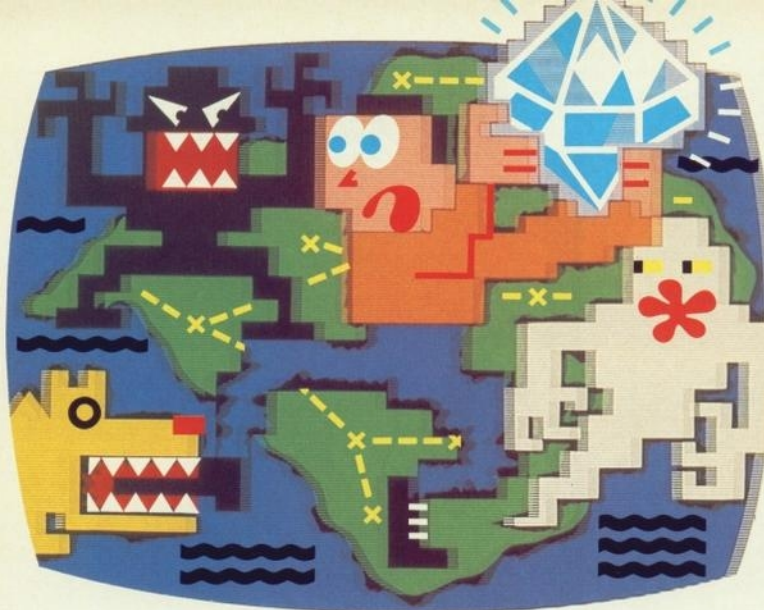
CONTINUED ON P. 51

the race is
ightforward
way at the
ns through
r — it's as
board. Then
he nosey
d to press
'breathe'
ot. Did he
again. You
ns through

the water, you press the middle button
at the wrong time... your swimmer
glugs on two litres of chlorinated
graphics. Eventually you learn to swim.
Eventually the attendant learns how to
walk again...

Congratulations! After qualifying
within the two minute time limit you're
on to the second round, 'skeet shooting'
(or clay pigeon shooting as we call it).
This is of course totally impossible. You
get three attempts to qualify for this

FOR THE BURN



a diamond can also claim his or her share of the Royalty Fund.

■ This grows with every copy sold up to a maximum of £1 million.

■ The Spirit of the Stones book is a great read.

■ The Spirit of the Stones software is great entertainment.

■ But they're much more than that.

■ They're an adventure.

■ A fascinating tale of mystery and imagination.

■ A voyage of discovery on the Isle of Wight.

■ A voyage of discovery

STONES HIDDEN ON THE ISLE OF WIGHT.

■ There are 41 of them.

■ 41 real diamonds hidden somewhere on the island, just waiting to be discovered.

■ 40 diamonds set in stoneware talismans. And the great Wight Eye itself, the most fabulous diamond of them all.

■ Only **commodore** diamonds can one man **COMPUTER SOFTWARE** know where they are hidden, and he's not saying.

■ All that he has to say he's said already. In the Spirit of the Stones.

■ It's a book and a computer game.

■ And together they reveal the whereabouts of all those diamonds.

■ But — and here's the catch...in the form of riddles and clues.

■ Solve the puzzles in the program and you'll find it easier to solve the puzzles in the book.

■ Solve the puzzles in the book and one (or more) can be yours.

■ Forever. And ever.

■ You don't even have to go to the Isle of Wight. (Though should you want to, we've put a bargain holiday offer in every pack).

■ You simply work out where the diamonds are, and post off your claim.

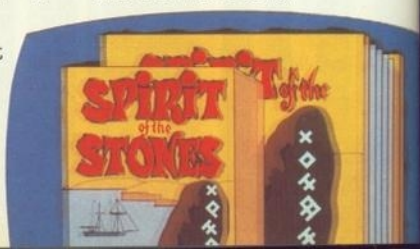
■ Whoever discovers

into an unknown world of poltergeists, unholy spirits, banshees, manticores and demons.

■ The Spirit of the Stones is as entertaining as it can be rewarding. And, like all of our software, it has been specifically designed to get the best out of Commodore hardware.

■ You can't choose better. Commodore software: it costs no more, even though there's more to it.

■ SPIRIT OF THE STONES DISK OR CASSETTE WITH BOOK £14.99.



his or
y Fund.
every
num of

Stones

the
great

more

re.

ale of
n.

ery on

covery

N
T

orld of
spirits,
's and

Stones
it can
all of
been
to get
nodore

better.
are: it
though



The strongman works up to lift-off. Note the authentic flat feet and glove puppet jury.

target, taking into account — as you are not doubt wont to do — the wind speed (a handy anemometer at the side of the screen helps you with this one) and angle of release (a handy attendant at the side of the machine refuses to help you wit this one).

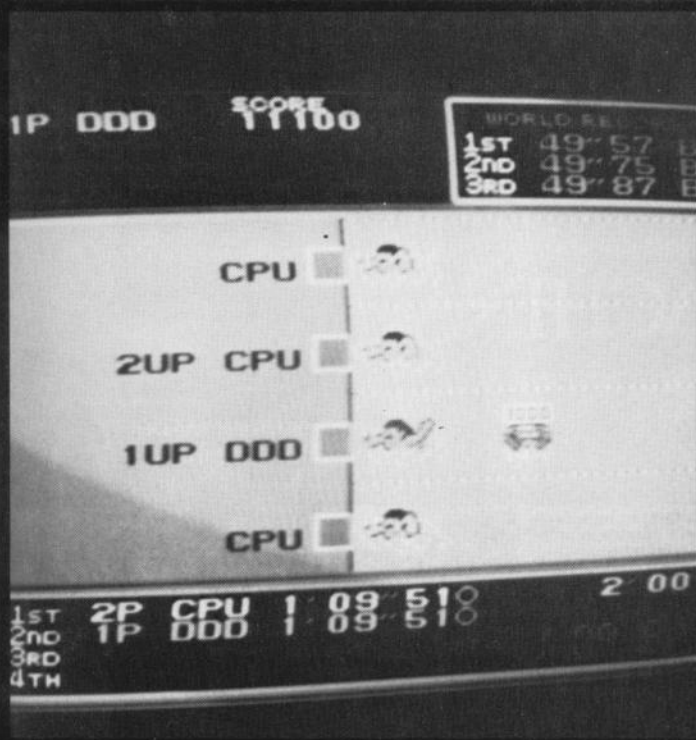
The triple jump has always confounded me; why do people want to do this? Walking is much easier and a lot more graceful. You are advised to press the jump button rhythmically for best effect and optimum take-off. Rest assured — it is easier to put the Space Shuttle into orbit than it is to get your man through to the next round. If you are still standing, if your fingers are still bleeding then the notion of retribution against Konami and the owners of the arcade will swell within you — just as the power surges through the weightlifters in the sixth and penultimate round.

By banging away furiously at the buttons on the facia you can fill your redoubtable strongman with enough strength to lift and jerk the dumbbells above his head. The green light goes up, the judges wave and lol you have made a clean snatch! Now do it again. And again. You may start with a respectable 150kg lift but from there on in it gets harder. And heavier. And hernia etc., Compelling as all this is it is as nothing when compared to the pole-vault. The pole-vault is so hard that even brainless attendants will sit in awe-inspired silence as you approach the bar.

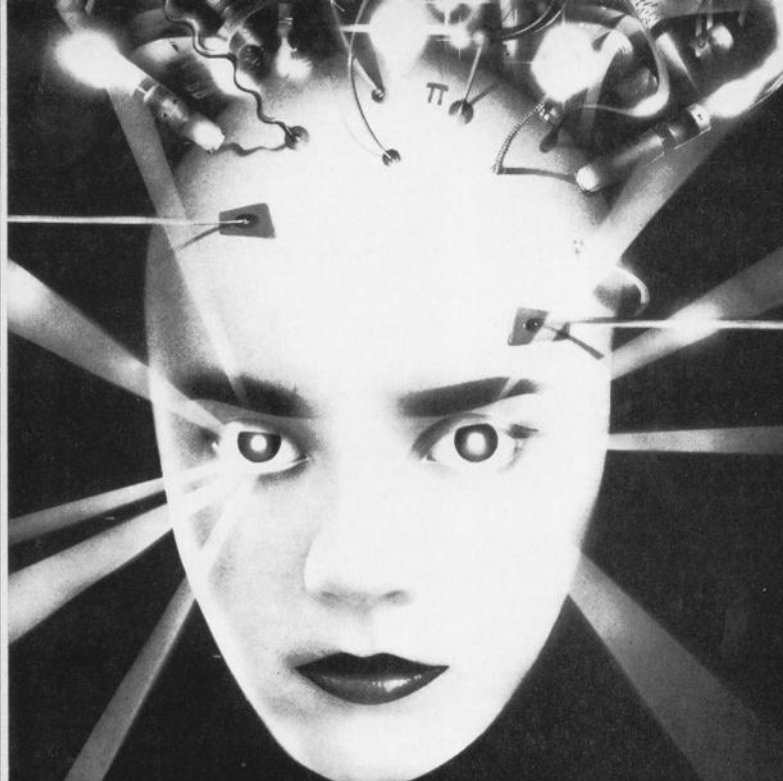
The instructions command you to "grasp the player's movements". (sic.) Would there be a judge's inquiry if I did? Run. Press Jump. Thrust the pole into the ground and, concentrating carefully on your timing... release the pole. If you don't release the pole then invariably you come to a sticky end. Unfortunately I'll never know the result. I failed a random dope test just seconds before the start of the seventh event. They asked me how much I'd spent on the damn machine. I told them. Then they told me I was a dope and kicked me out for my own good.

Whilst most arcade sequels content themselves with either "harder" or "faster", *Hyper Sports* takes you "higher, faster, further, sharper and harder". It is no easy game. But it was no mean feat putting it together. No doubt before you can state "Seoul in '88" they'll have a follow-up. It's not enough therefore that you are quicker... it is imperative that you are trained all round, because *Hyper Sports* runs rings around the Olympics...

DAVID DORRELL



Getting in the swim. The contestant in Lane Three is not waving — he's drowning...



AUTOMATA U.K. PRESENTS
YOURSELF
IAN DURY
JON PERTWEE
MEL CROUCHER
DONNA BAILEY
and FRANKIE HOWARD in

DEUS EX MACHINA

WRITTEN AND DIRECTED BY MEL CROUCHER

AUTOMATA thanks everyone who has taken DEUS EX MACHINA to their hearts . . . reviewers, wholesalers, retailers, the media, and most important of all, our public . . . THANK YOU !

(Barry Norman, Radio 4)

"Perfection, the aim of all of us!"

(Popular Computing Weekly)

"a completely new computer experience, rare and truly great!"

(Dave Freeman, Radio 1)

"You've got to play it to believe it. This will get to Number One!"

(Computer & Video Games)

"The most original concept since the Spectrum was a gleam in Clive Sinclair's eye. The computer equivalent of Pink Floyd's The Wall . . ."

(Thorn EMI)

"The first computer program to inspire a cult following. To be without it is to lose social standing."

(Crash Magazine)

"There are few things in life that can be called global certainties . . . this is one of them! Hypnotic, emotive, noble, humorous, absolute excellent . . ."

(Home Computing Weekly)

"To call this a game is an insult. It's a stunning and profound audio-visual experience."

Instructions	100%
Playability	100%
Graphics	100%
Value for money	100%"

DEUS EX MACHINA —
Commodore 64
version available now

CRUSOE 48K Spec £6 <input type="checkbox"/>	DEUS EX MACHINA 48K Spec £15 <input type="checkbox"/>	PIMANIA 48K Spec £10 <input type="checkbox"/>
PI-EYED 48K Spec £6 <input type="checkbox"/>	GO TO JAIL 48K Spec £6 <input type="checkbox"/>	OLYMPIMANIA 48K Spec £6 <input type="checkbox"/>
PIROMANIA 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS AMSTRAD £6 <input type="checkbox"/>	PI-BALLED 48K Spec £6 <input type="checkbox"/>
PI-IN'ERE 48K Spec £6 <input type="checkbox"/>	MORRIS MEETS THE BIKERS Any Spec £6 <input type="checkbox"/>	DARTZ 48K Spec £5 <input type="checkbox"/>
YAKZEE . . . Dragon/48K Spec £5 <input type="checkbox"/>	PIMANIAC T-SHIRTS (state size) Price £5 <input type="checkbox"/>	NEW WHEELS JOHN? 48K Spec £5 <input type="checkbox"/>
'BACKCHAT' Speech Synth. CBM64 with Software & Programming Book £25 <input type="checkbox"/>		Piman's Stereo L.P. Cassette £3 <input type="checkbox"/>
DEUS EX MACHINA COMMODORE 64 DISL £15 <input type="checkbox"/> Cassette £15 <input type="checkbox"/>		Piman's Greatest Hits Vol. 2 £3 <input type="checkbox"/>

I enclose the right money, or debit my ACCESS/VISA Card. My Card number is Expiry Date

Card holder's signature Card holder's name Tel. Number

Card holder's address

Post Code

NO EXTRAS! All our prices include VAT and Postage & Package, 24 hr. — CREDIT CARD HOT LINE (0705) 735242.
Send your order and payment to: AUTOMATA U.K. LTD. 27 HIGHLAND ROAD, PORTSMOUTH, HANTS. PO4 9DA, ENGLAND.

he who
NA to
hole-
and most

us!"

eat!"

ieve it!
!"

ince
Clive

o to
ne
anding!"

that
es...
C,
bsolutely

ult.

£10 ☐
£6 ☐
£6 ☐
£5 ☐
£5 ☐
£3 ☐
£3 ☐

LAND.

ORIC & ATMOS 48K Cassettes



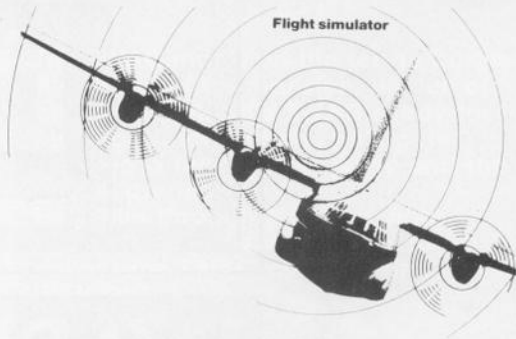
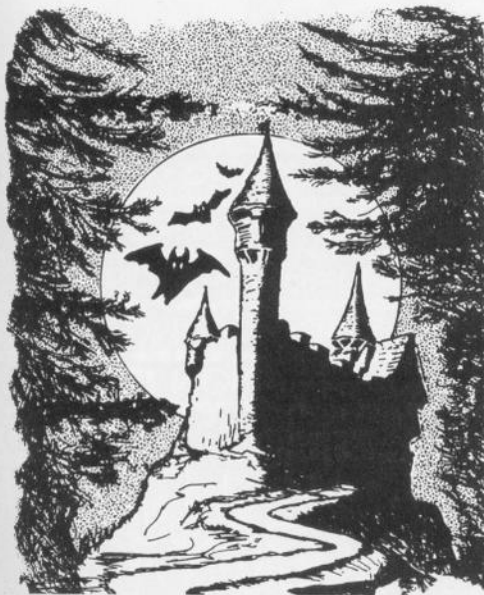
Super 3D arcade action Invaders will test your skill and 3D co-ordination to their limits. 8 rippling colour invader screens of increasing difficulty with keyboard controlled 3D laser movement and fire sequence. (Brain required) **£6.95**

Oricle (Smart Oric)

Hours of family fun. Oric gets smarter the longer you play, eventually you will have no secrets. Be careful what you say. **£6.95** Also in French)

Mystery Tower

Superb musical arrangements. 47 different rooms. 3D and colour make this adventure game most enjoyable. You will certainly get lost, or forget where you're going. **£6.95** (Also in French)



Flight simulator

Flight Simulator

With airspeed, radar, ground/vertical flight path indicators, artificial horizon and altimeter with continuous flight monitor on engine condition, stall speed etc., full colour, Hi-res graphics, 3D and sound. **£6.95**



Space Crystal

Space trading adventure game. Fascinating 3D space travel on your voyage in search of the illudium crystal, Black holes, meteorite storms, Space pirates, etc. Full colour and sound. **£6.95**. Also available for Dragon 32, Spectrum and Commodore 64

QUARK DATA P.O. BOX 61, Swindon, Wilts. Tel. (0793) 40661.

Please supply.....

Prices incl. p & p UK only

Cheque for total amount enclosed.....

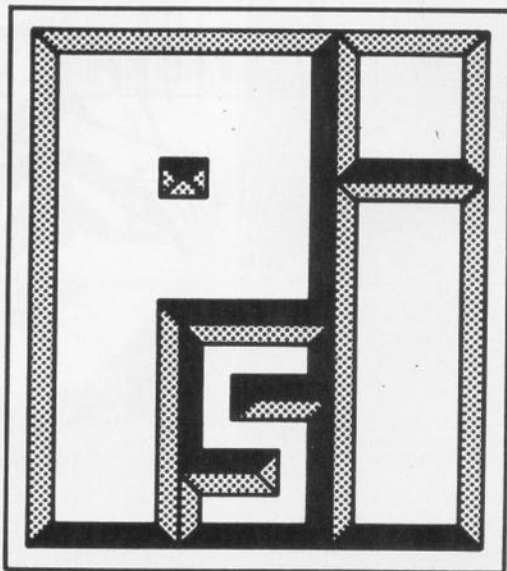
Name.....

Address.....



BEYOND

CHALLENGING SOFTWARE



WARRIOR

ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY 10 • ORIGINALITY

GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10 • GRAPHICS 10 • GRAP

SOUND 10 • SOUND 10 • SOUND 10 • SOUND 10 • SOUND 10 • SO

LASTING INTEREST 10 • LASTING INTEREST 10 • LASTING INTEREST

ANIMATION 10½ • ANIMATION 10½ • ANIMATION 10½ • ANIM

OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 • OVERALL 11 •

COULD IT EVER HAPPEN?

SWAG

NEW!

FOR THE

COMMODORE 64



The SWAG-man's on the job to burgle the millionaire's mansion. It's full of beautiful, valuable SWAG ready for nicking! Unfortunately, he's gate-crashed a fancy dress party and the guests are in pursuit. Help him through the seemingly never ending maze of rooms to collect the SWAG and find the WAY OUT!

£8.95
CASSETTE
£10.95
DISC

Arcade standard, 100% machine code, amazingly smooth high resolution graphics, incredible sound effects, the totally addictive concept.

the **ULTIMATE** arcade adventure

MICROMANIA

SWAG is available now! On high speed loading
Cassette or Disc from all good software outlets or direct
from:

MICROMANIA, 14 LOWER HILL ROAD, EPSOM, SURREY. P & P FREE. DEALERS PHONE: 03727 20152

FRUITB

```

0 POKE36879,8
1 REM**BY DAVID GREAHME (C)1983**
2 PRINT " ":FORA=1TO42:PRINT:FORB=1TO99:N
EXT:IFA=19THENPRINT" PRESENTS"
3 IFA=17THENPRINT" DAVID GREAHME"
4 NEXT:POKE36878,15
13 PRINT " ":POKE36879,10:REMTITLE AND CR
EDITS
20 PRINT" "
30 PRINT" "
35 PRINT" "
38 PRINT" GUIDE PAC-MAN THOUGH: THE MAZE
USING THE FOLLOWING KEYS TO MOVE"
40 PRINT" 8:RIGHT 6:LEFT"
45 PRINT" 2:UP Q:DOWN"
50 FORB=1TO19:PRINT:FORB=1TO99:NEXT:IFA=
4THENPRINT" P A C M A N "
53 PRINT" SCORING AS FOLLOWS" (=1
55 PRINT" . =10 POINTS
60 POINTS"
70 PRINT" HIT A KEY!"
80 GET A$:IFA$=""THENBO
83 POKE36879,26
85 S1=1:S2=-1:S3=22:S4=-22:RS=160:GH=102
:PM=87:D1=46:G1=94
90 TL=200:K1=56:K2=57:K3=58:K4=59:D2=90:
CD=30720
110 IF A$="Y"THENGOSUB2000
115 T=0:S=0:P=8064:GOSUB1000
120 G=7680+INT(RND(1)*424)+40:POKE36878,
15:DN=36876
125 IFPEEK(G)<>D1THENG=G-1:POKEG+CD,0
130 TI$="000000":POKEG,G1:POKEG+CD,0
140 D=INT(RND(1)*4)+1
150 M=PEEK(197)
160 IFD=4THENC=S1
170 IFD=2THENC=S2
180 IFD=3THENC=S3
190 IFD=1THENC=S4

```

Good food is one of life's greatest pleasures, so where is it all? Trapped in a tedious concrete maze, surrounded by hostile ghosts who will drain your life energy at the drop of a pixel, and all there is lying around is pills. They keep me going, mind you, but there's something to be said for that juicy citrus stuff that keeps materialising for no good reason. But — sigh! — how's a P-person to get fat around here.

```

200 IFPEEK(G+C)=RSORPEEK(G+C)=GHTHEN140
205 IFPEEK(G+C)=PMTHENPRINT" THE GHOST
GOT YOU!! " :GOTO2500
210 POKEG,D1:POKEG+CD,4:IFRND(1)<.05THEN
POKEG,D2:POKEG+CD,2
215 G=G+C:POKEG,G1:POKEG+CD,0:F=1
220 IFF=1THEN235
230 GOTO200
235 GOTO300
236 IFRND(1)<.25THEN140
250 GOTO200
300 REMYOUR MOVE+SCORE
310 POKEP,PM:POKEP+CD,5
320 M=PEEK(197)
330 IFM=K3THENX=S2
335 IFM=K4THENX=S1
340 IFM=K1THENX=S4
345 IFM=48THENX=S3
350 IFPEEK(P+X)=RSORPEEK(P+X)=GHTHEN380
355 IFPEEK(P+X)=D1THENS=S+10:Z=1
356 IFPEEK(P+X)=94THENPRINT" THE GHOST
GOT YOU!! " :GOTO2500
360 IFPEEK(P+X)=D2THENS=S+100:Z=1
365 POKEP,32:P=P+X
370 POKEP,PM:POKEP+CD,5:F=0
375 IFZ=1THENPOKEDN,220:FORI=1TO8:NEXTI:
POKEDN,0:Z=0
380 PRINT" "
S:PRINT" "
TIME="RIGHT$(TI$,3

```



FRUITBUSTERS!

Controls:

Guide P-Man around the maze, collecting energy pills and fruit.
2: Up Q: Down 8: Right 6: Left.



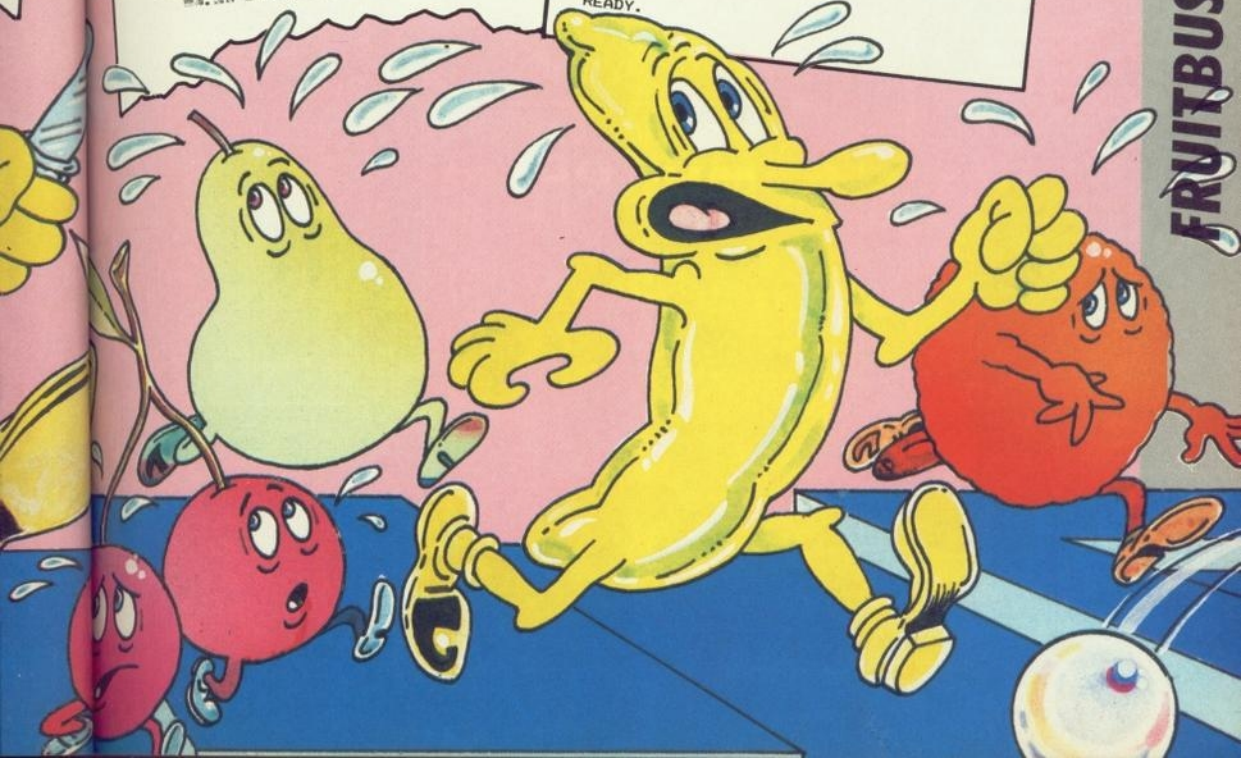
```

400 GOTO236
1000 REM SET UP MAZE
1010 PRINT"....."
1020 PRINT"....."
1030 PRINT"....."
1040 PRINT"....."
1050 PRINT"....."
1060 PRINT"....."
1070 PRINT"....."
1080 PRINT"....."
1090 PRINT"....."
1100 PRINT"....."
1110 PRINT"....."
1120 PRINT"....."
1130 PRINT"....."
1140 PRINT"....."
1150 PRINT"....."
1160 PRINT"....."
1170 PRINT"....."
    
```

```

1180 PRINT"....."
1190 PRINT"....."
1200 PRINT"....."
1210 PRINT"....."
1220 PRINT"SCORE:-"S
1225 RETURN
2120 PRINT"GOOD LUCK"
2500 Z9=36876
2510 FOR I=2550128STEP-1
2520 POKE36878,12:POKEZ9,I
2525 FORZ8=105:NEXTZ8
2530 NEXTI
2535 POKE36878,0
3000 FORI=10500:NEXT I:PRINT"....."
3010 IF S>HSTHENHS=S
3015 PRINT"YOUR SCORE WAS"S
3020 IF S=HSTHENPRINT"A NEW HIGH SCORE"
:POKE198,0:INPUT"WHAT IS YOUR NAME"
A$;A$
3030 PRINT"HI-SCORE="HS
3035 PRINT"BY "A$
3040 POKE198,0:INPUT"ANOTHER GAME(Y/N)"
B$;B$
3050 IF B$="Y"THEN 115
3055 PRINT"GOOD BYE.HOPE YOU"
3056 PRINT"ENJOYED PLAYING."
3060 END
    
```

READY.



FRUITBUSTERS! for Unexpanded Vic-20

DORKSLAYER!

WAITING



Adventure-meister STEVE KEATON looks behind the drapes of *The Wrath of Magra*, rescues a victim of *Twin Kingdom Valley* and finds a book . . . while with his other hand . . .

A NOTABLE new Spectrum title is Master Vision's *The Wrath of Magra*, the long-awaited climax to Carnell Software's *Volcanic Dungeon* and *Black Crystal Third Continent* saga. For a time it looked as if this epochal enterprise would never get to see the light of day, as Magra's software house kicked the can just as she was entering the home straight. All looked lost until those gallant Elves down at Mastertronic stepped in with a reprieve. Brandishing a cut-price want they created an in-house adventure label, which allowed the phoenix-like *Magra* to live anew.

BOOK AND TAPE

"They arrived like the 7th Cavalry," recalls *Magra's* co-author Stuart Galloway. "Things started to turn rotten in January '84 and then promptly collapsed in April. The game was actually finished at that point. We'd even sent a few copies out. Developing it was straightforward, it was the manufacturing side of the business that finally broke the camel's back."

Magra is a remarkably accessible adventure. It's a prog of only moderate difficulty which sprawls across 3 tapes and comes bundled with *The Book Of Shadows*, a weighty 158-page tome that details pretty much the entire history of Carnell's imaginary Third Continent.

Along with a history lesson, it speculates on *Magra's* dodgy denizens and even lists a mountain of spells to combat them. Delightfully illustrated with Trolls, Hobgoblins and the like, it's a great read. Few adventures go to such extravagant lengths to establish their credibility.

Magra's prologue begins deep beneath the earth, in the dark, dank, worm-ridden vault of Dominian (a locale not unlike the BIG K office). In your guide as the Knight of the Star Jewel and Hero of the Volcanic Dungeon, you've been brought below by an elfin wizard who claims to have something of interest up his sleeve. Naturally you're curious. The old wizard guides you to a stout wooden door and beckons a timorous guard for a key. The lackey hands it over with obvious apprehension. With a rusty groan the portal opens and the wizard ushers you in. Shattered to a dank slab is the Princess

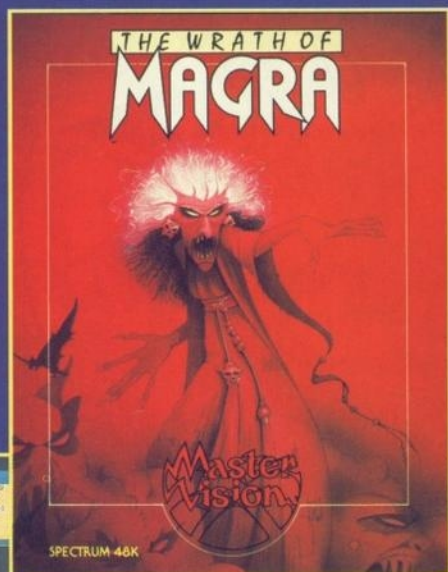
Edora, her once beautiful face aflame with sores and her hair awash with dandruff. The sight understandably makes you groan (not least because you've only just rescued the stupid woman from *The Volcanic Dungeon*). "She's possessed by the soul of Magra!" the wizard declares. This also comes as something of a shock as you thought the old witch had perished in the previous game! 'Twould seem that you've little choice but to venture back into the Black Mountains and slug it out with the old bat for a second time. Your reputation (not to mention the soul of the Princess Edora) hangs on the line.

As you might expect of a multi-load adventure you're unable to play it out of sequence. You'll need the data given to you at the end of episode 1 in order to play episode 2, and so on. There's no chance of jumping the gun. The game commences in the valley below Magra's Black

Mountains, where armed with only a silver sword, shield and a couple of trinkets you must beg, borrow or steal all the materials you'll need for the mission. When suitably attired you must find your way into the mines beneath the mountains. In episode 2 you must negotiate a dangerous labyrinth. A map is provided in the accompanying booklet to help you survive the journey. Chasms abound so one false move could spell NEW. Episode 3 takes you inside Magra's fortress, where you'll play a deadly game of hide 'n' seek. Naturally the place is crawling with yuks and the peril quota's frighteningly high. SAVE as you go, is the motto.

BIGGER, BETTER

"It's a huge advance on both *Volcanic Dungeon* and *Black Crystal*," declares Stuart. "They were originally written in BASIC, although they've been improved since then. I know that *Magra* looks fairly ordinary, but in fact it's very complex. There are little routines churning away in the background all the time. They consult your physical status, monitor the phase of the moon, and check the time. They're constantly updating data regardless of what you're doing. The evolution routine used in episode 3 is particularly sophisticated. It enables the computer to decide exactly what kind of monster you'll meet as you wander about the fortress."



G FOR MAGRA



We're very pleased with the way it's turned out. The Spectrum tends to be a bit quirky but the rules are quite strict. You should never encounter anything invincible."

The screen display for each episode is quite different. Only part 1 features the familiar status table / graphic window / description mode. The graphics consist mainly of simple line drawings and appear with only modest speed. They can be toggled off although there's the little point. The text descriptions are far too sparse to stand on their own. "During the 9 month lay-off we spent quite a lot of time trying to speed the graphics up," explains Stuart. "I think the results are perhaps 70% successful. There are a few

disappointments. A certain amount of complexity had to be sacrificed from the original design. We were constantly condensing the routines and eventually managed to get them down to 12K, but it was still a compromise. In many ways graphics have stifled adventure development. They've become too important. But I guess you can't expect people to look at text all the time. Even Tolkien had illustrations. Personally I think the most important ingredient in an adventure is plot. That's what gives it individuality. Roy (Carnell) and I never intended Magra to be fiercely complex. The idea was to make it true to life (?). You begin as Joe Hero, rather inept and inexperienced, then (as you

become more familiar with *The Book of Shadows*) you grow wiser and stronger. It's certainly not traditional in the sense of their only being one solution. In fact we estimate that there's more than 3 million ways to complete the game! You can rush straight through it and kill Magra if you want, although you'll be missing the point".

MAGRA CLONES

Stuart assures me that *Magra* is destined to appear on a number of micros. "A version for the 64 is imminent," he claims, "and there are more in the pipeline. Stephen Kirk, one of the team, has just developed a highly sophisticated adventure generator. At the push of a button it can produce

customised code for almost any machine. The Spectrum, CBM64, MSX, Apple... you name it. It's a wonderful device, and it's totally flexible. A customised version of Magra at almost the touch of a button! Imagine that. It's development was made possible by the MasterVision deal. Don't expect us to put it on sale though! No one could afford to buy it! Believe me, it proved very expensive to develop. Still it's a state of the art tool and will really push us forward. The amount of time it saves is incredible! And it means we never have to work on the CBM64 again! That machine really is a pig to program! I'm sure the generator (we haven't christened it yet) will pay for itself very quickly."

BOOKQUEST

Peter Martin, from Washington, Tyne and Wear could doubtless do with such a machine himself. Apparently he's having trouble writing an adventure on his 64 and would like us to recommend a book or tape under £7.00 to bail him out. Well Pete, Big Colleague John (mine's a pint) Conquest recently declared the softback *Exploring Adventures on the Commodore 64* to be a cut above the average, and I'm prepared to get behind that. Written by Peter Gerrard it'll cost you a mere £6.95. Alternatively if you can stretch your budget by a tad (if not more) Gilsoft's *Quill* utility for the 64 comes very highly recommended. It's a program development system without par and is well worth the £14.95 price tag. It's also worth checking our program listings.

These can be typed in and customised for negligible cost. Let us know how you get on.

Finally, before I vanish in my customary puff of acid green smoke, a quick word to Philip Milner of Tolladine, Worcester: If you think you can court favour with gratuitous, slobbering praise... then you're quite perceptive, my friend. Adulation is always gratefully received. Ciao for now.

VALLEY VICTIM

Mark Finch, of Highbury in London, has problems. Frankly, I'm not surprised. Anybody that staples a postage stamp onto an envelope is bound to have problems!

Apparently he's incarcerated deep within *Twin Kingdom Valley* (from Bug-Byte), and

wants help. "I can't get past the ravine," he cries. "And I can't get out of the prison and I can't kill the gorilla." Not having much luck are you, Mark? Sounds like a job for the Dorkslayer! In order to cross the ravine, you'll need the small wooden rod. Examine it carefully and then try waving it around. As for the prison, well you've got the right idea but your input's wrong. Try GIVE GUARD DIAMOND (simple when you know how isn't it?). That should get you out. Finally, leave the gorilla alone! Sheesh. Apes have feelings too y'know. If the problems persist you'd do well to invest a £1.00 in the *Adventure Players' Guide* (also from Bug-Byte). This handy little booklet takes a detailed look at the world and puzzles of *Twin Kingdom Valley* as well as giving tips on adventuring in general.

Incidentally Spectrum owners can now enter the Valley as Bug-Byte have recently converted it for their micro. Initially entry was restricted to owners of the BBC/Electron and the Commodore 64.

TWIN KINGDOM VALLEY
(Bug-Byte) Commodore 64,
BBC B, Electron, £9.50,
Spectrum 48K £7.95

THE WRATH OF MAGRA
(MasterVision) Spectrum 48K
£9.95

THE QUILL (Gilsoft) Spectrum
48K, Commodore 64 £14.95

**EXPLORING ADVENTURES
ON THE COMMODORE 64**
(published by Duckworth)
£6.95

MAIL ORDER ADVERTISING

British Code of Advertising Practice

Advertisements in this publication are required to conform to the British Code of Advertising Practice. In respect of mail order advertisements where money is paid in advance, the code requires advertisers to fulfil orders within 28 days, unless a longer delivery period is stated. Where goods are returned undamaged within seven days, the purchaser's money must be refunded. Please retain proof of postage/despatch, as this may be needed.

Mail Order Protection Scheme

If you order goods from Mail Order advertisements in this magazine and pay by post in advance of delivery, BIG K will consider you for compensation if the Advertiser should become insolvent or bankrupt, provided:

- (1) You have not received the goods or had money returned; and
- (2) You write to the Publisher of BIG K summarising the situation not earlier than 28 days from the day you sent your order and not later than two months from that day.

Please do not wait until the last moment to inform us. When you write, we will tell you how to make your claims and what evidence of payment is required.

We guarantee to meet claims from readers made in accordance with the above procedure as soon as possible after the Advertiser has been declared bankrupt or insolvent.

This guarantee covers only advance payment sent in direct response to an advertisement in this magazine not, for example, payment made in response to catalogues etc, received as a result of answering such advertisements. Classified advertisements are excluded.



CLASSIC

Secrets Wait

No. 10 SPACE INVADERS (Taito /Ata STEVE KEATON delves into the inner complexities of THE Classic Game . . .

("THUMP THUMP")

Few video games have transcended the arcade to become part of contemporary culture.

("THUMP THUMP THUMP")

Hardly any have been so totally absorbed that their handles are now part of the English language.

("THUMPTHUMPTHUMPTHUM")

Only one can claim to have a soundtrack that's raised more hackles than the theme from Jaws.

("PFFURTTT")

FOLLOWING ITS creation early '78 by Japanese developers Taito, and its distribution via Bally Midway, *Space Invaders* has become the generic term to describe any kind of electronic entertainment. Just think about that for a second. For a game to have that kind of monumental impact is simply staggering. It turned screen entertainment irretrievably on its head and quite literally led to a much reported coin shortage in the far east!

Today there can be absolutely no one that doesn't recognise a *Space Invader* when he sees one. The screen (black and white with a transparent colour overlay), choc-

a-bloc with bomb-dropping aliens marching relentlessly toward four slowly crumbling green bunkers and one somewhat small and overworked laserbase, is indelibly etched in all our minds. The object of the game (apart from just staying alive) was to crank up as many points as possible by wasting an alien Mother Ship that sporadically floats across the top of the screen. Heightening the drama was the infamous thumping heartbeat that builds to a crescendo as the dastardly aliens move in for the final stomp.

Contrary to popular belief though, *Space Invaders* was NOT a mindless shoot 'em up. If it was, its impact would never have been so huge. No, it was a game of skill and strategy that could raise the adrenalin of any player (remember this was back in the good ol' days when people actually had to fight for their points instead of just hacking in witless invincibility POKEs).

Count to 22 . . .

Foremost amongst these strategies, as every *Space Jock* worth his salt will know, was The Count. Mega-scores in *Space Invaders* were not earned through rapid-fire gonzo blasterama or even greased digits, they came from counting out the laser blasts. *Space Aces* would count out their shots until they reached number

ts of a Space Jock: it Trim and Count

Atari
to the

aliens
d four
unkers
and
delibly
object
just
up as
e by
p that
the top
g the
mping
to a
aliens

belief
s NOT
it was,
e been
of skill
se the
ember
l' days
o fight
of just
cibility

these
s Jock
as The
Space
rough
ma or
came
blasts.
but their
number

22, then wait, patiently, carefully until the Mother Ship appeared. She'd then be tracked and zapped with the magic 23rd shot, thereby racking up a massive 300 point bonus, the maximum possible for the Big M. Quite a score when you consider that the standard pay-off is either 50, 100 or 150 points. The jackpot would appear again 15 shots later. Bag the Mother with every 15th shot and your points would begin to go through the roof! After the first sheet there's another count of 23 before you settle into a nice cosy run of 15. If you think that this sounds nice and easy, just try counting down under the relentless pressure of an alien attack! It only takes one fluff to flush the whole strategy straight down the john.

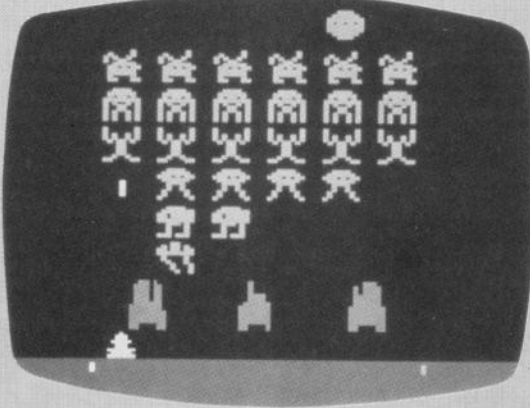
In the Trim

Somewhat easier is The Trim. The object here is to slow down the descent rate of the entire invading army. Needless to say this is not achieved by carelessly picking-off of individual xtros but by calmly keeping the group from reaching the screen edge (which causes them to descend and thus quicken their pace). The Trim involves removing an entire wing at a time thus effectively increasing the distance that they have to travel. This tactic, undoubtedly the most obvious anti-invader move, enables even the most cack-handed space cadet to clear some screens.

The third strategy — and the trickiest to execute effectively — is The Wait. It works on the premise that no invader, however mean and despicable, will bomb you on the next to last rung (that's the one above your base). Sure they'll drop bombs if you're only looking, but that's actually just a bluff! Sit

beneath 'em and grit your teeth and they'll go as soft as sausages. I guess theoretically that it's possible to take out an entire army this way, although I've never seen it done. Most nerves would doubtless crumble under the strain. Accuracy of course is paramount as you'll get no second chance. As you might imagine those Starfighters capable of

rows. Whittle down the invading aliens to one of these characters and you'll be treated to the extraordinary sight of an attacking alien leaving a white light slime trail! Needless to say the effect is rarely seen because the requirements are so difficult to meet. If you don't believe me, go unearth a Space Invader and try and knock out the top row without hitting the



merging all three strategies were pretty much assured of invader immortality. The Count offers ludicrously high scores, while The Trim and The Wait ensure longevity (of a sort).

A nice (and little known) twist in the game involved in a neat graphic routine buried deep within the machine's code. It was magical reward for the invader elite from the Taito programmers. The routine would only occur if the final invader left onscreen was a recruit from one of the bottom two

bottom. It demands mucho skill and perfect anticipation. You'll need to lead the advancing alien line and time your shots in such a way that they collide with the poor slob on the upper tier. *Manic Miner*? Pah, that's kid stuff compared to this!

Space Invaders not only revolutionised the arcade scene, it also brought the video game home with a vengeance! The news that Atari were to launch it as a VCS cart caused a rush on 2600 consoles. Indeed this was the

game that finally forced me to dig deep into my pockets and shell out for one. Even today I reckon it as one of their most successful conversions. The addictive menace of the original is authentically conveyed even though the two games actually play very differently. In VCS form the invading army has been reduced from 55 Ugs per sheet to 36 and all have been redrawn. Only their table manners remain the same. Neither the Count nor The Wait carry much weight here, which leaves only The Trim as a workable strategy. The aliens attack faster and your laser shots are slower. Arcade players were forced to do a drastic rethink.

The cart boasts an astonishing 112 variations (an unbroken record) and incorporates such thrills as moving shields, zigzagging and rapid fire bombs and (my favourite all time variation) invisible invaders! I've always thought that anybody that willingly sits before a blank screen to battle invisible invaders is rather more than just severely shell-shocked. Atari (obviously hyped up by their success) then went on to produce the ultimate home version for their 400/800 computer range. Once again the coin-op strategies didn't amount to a hill of beans, but the play was... dazzling.

Since then *Space Invaders* has gone on to become the most shamelessly ripped-off game of all time. Grossly inferior versions proliferate for almost every machine (hands up those with a *Space Invaders* wrist-watch!) and this has caused it to be frequently and undeservedly rubbished by the less enlightened youth of today. At Big K however, we remember; and thus know better.

("PTOOIIIE PTOOIIIE FAPH")

tír na nòg

NOMINATED For
C.T.A.
GAME OF THE YEAR
award



GARGOYLE GAMES

£9.95

48K ZX SPECTRUM
Soon for CBM 64

Tír Na Nòg — the land of youth, the other world.

Tír Na Nòg — the kingdom of the sidhe, the home of dagda's cauldron.

Tír Na Nòg — a vast and complex adventure, in a magical celtic landscape.

Tír Na Nòg — a most stunning visual experience, with state-of-the-art film animation.

Tír Na Nòg — a true computer movie.

ALSO FROM GARGOYLE:
THE STUNNING SPACE GAME
AD ASTRA - £5.95

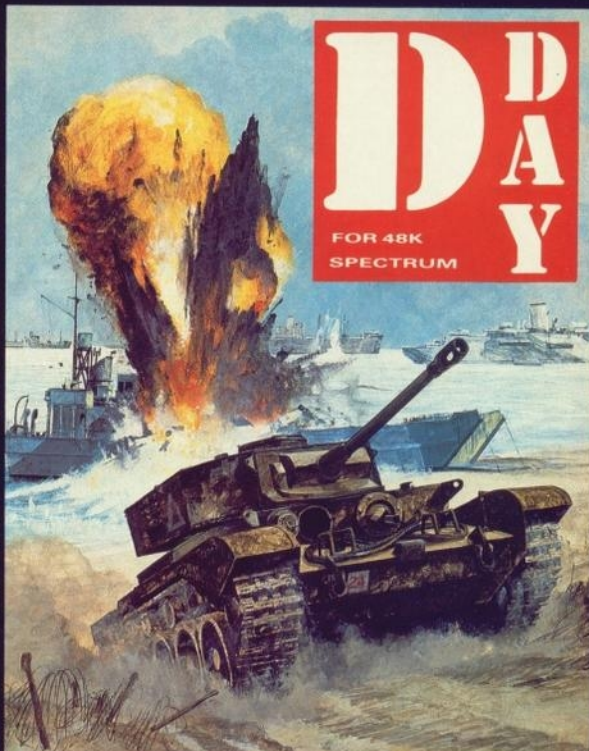
WINNER - CRASH READERS'
BEST SHOOT-EM-UP AWARD

The New Force in Software

THE GAME OF DEADLY DRIVING
BATTLECARS
 FOR 48K SPECTRUM



D DAY
 FOR 48K SPECTRUM



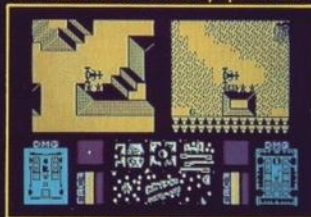
Tower of Despair
 48K SPECTRUM



GAMES WORKSHOP

GAMES WORKSHOP is the UK's largest fantasy and adventure games company, with ten years experience behind it. Now we're using our expertise to create the best in computer games, and the first three are BATTLECARS, D-DAY, and TOWER OF DESPAIR - each with over 90K of programming!

BATTLECARS is the deadly sport of the future...arm your battlecar with

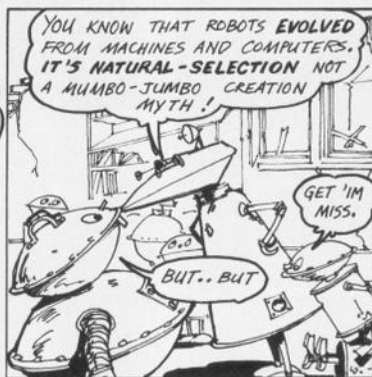


your chosen weapons, and select your battleground; a gruelling speed circuit or a town centre labyrinth. BATTLECARS is a one or two player game of skill, nerve and cunning.

D-DAY is a superb graphic wargame based on the Normandy landings of 1944. Two players take the Allied and German sides, battling through four separate scenarios. D-DAY offers an enduring tactical challenge to players tired of simple arcade action.

In TOWER OF DESPAIR, Games Workshop has used its ten years of experience in role-playing games to create an outstanding adventure. It includes two entire 48K programs, and a guide containing a history, map, and illustrated clues.

FOR 48K SPECTRUM AND SHORTLY FOR THE COMMODORE 64
 £7.95 EACH FROM ALL GOOD SHOPS OR DIRECT FROM:
 MAIL ORDER DEPARTMENT, GAMES WORKSHOP LTD.,
 27 - 29 SUNBEAM ROAD, LONDON NW10.



NEXT MONTH IN BIG K...

SOFTWARE SUPERSTARS

What have MATTHEW SMITH, TONY CROWTHER, ANDY WALKER and JEFF MINTER (yes, him again) got in common? Each of these Hardware Heroes is sitting around a table in the BIG K office gassing about computer games, that's what. And what they say makes the best read you'll get all year. DON'T MISS IT.

ONLY IN MARCH's
BIG K

Order from your newsagent TODAY.
Mumble about baseball bats if necessary.

TO MY NEWSAGENT
Gimme BIG K Monthly. From now on. OK?

NAME.....
ADDRESS.....

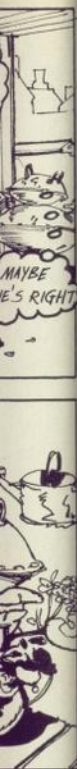
THE WRATH OF MAGYAR

BIG K goes behind the Iron Curtain - to Hungary, unlikely but muscular source of Brillware.

EXCLUSIVE
IN BIG K

CAD-CAM COUTURE

You won't believe this feature...
WE don't believe this feature!

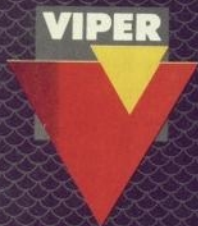


SIM

The greatest animated graphic adventure yet, with over
70 screens to discover and conquer.
For the BBC and ELECTRON



Play with Fire!
The best shoot 'em up, ever written for the BBC.



C.S.M. (Consolidated Software Marketing).
Suite 40, Strand House, Great West Road, Brentford, Middx. TW8 9EX. Tel 01-560 4191.

LETTERBASE LET

Wanna win a fiver?

Letters to BIG

Yes, you too can join the formidable team of literati assembled on this here double-page spread and end up RICHER by FIVE WHOLE POUNDS! (If we publish your letter, that is.)

Send your Scenario to ...

Letterbase,
Big K
Room 2038
IPC Magazines Ltd
Kings Reach Tower
Stamford Street
London SE1 9LS



One of these men is an ex Imagine programmer working for Iron Fillings. The other is either Xikluna or The Shadow. But which is which? Will we ever know?

FLEE THE FLOOD

Here's a game I wrote in BASIC, for Spectrum 16/48K. The idea is that there has been a flood and your house is drifting towards a forest. You have to pass 100 trees before you reach dry land.

LEE MACEY,
Hornchurch,
Essex.

```

10 BORDER 5: BRIGHT 1: PAPER 5
110 LET A$=""
120 LET B$=""
130 LET C$=""
140 LET D$=""
150 LET E$=""
160 LET F$=""
170 LET G$=""
180 LET H$=""
190 PRINT AT 21, 1; INK (4*AND)
200 POKE 23692, 255
210 PRINT AT 21, 31; " "
220 BEEP .3; 0; " "
230 PRINT AT 10, X-2; " "
240 PRINT AT 11, X; " "
250 PRINT AT 21, 31; " "
260 IF N = 100 THEN PRINT "YOU
270 HAVE REACHED DRY LAND" STOP
280 IF N = 104 THEN LET T = 2
290 LET A$="C"
300 LET B$="C"
310 LET C$="C"
320 LET D$="C"
330 LET E$="C"
340 PRINT AT 10, X-2; " "
350 PRINT AT 11, X; " "
360 IF X >= 62 AND X <= 64 THEN
370 BEEP .2; 5; " "
380 IF INKEY$ = "S" THEN LET X
390 IF INKEY$ = "S" THEN LET X
400 GO TO 180
410 PRINT AT 11, X-1; "CRASH"
420 PRINT AT 0; "SCORE = "; N
430 BEEP .2; 15; " "
440 PRINT AT 21, 31; "PRESS ANY K
450 IF INKEY$ = " " THEN GO TO 4
460 RUN
    
```

Here's a tip for Commodore owners everywhere: Whilst loading, type in the normal load procedure. After 8 — type a colon and press SHIFT and RUN/STOP. Your program will run automatically.

FEARGHAL PATERWELL,
Clonakilly,
County Cork.

P.S. BIG K is top of the list, (geddit?)

• Well, Fearghal, that one wasn't much better than a POKE in the eye with a sharp stick, was it?

LETTERBASE 8 contained a request from A. Gartner for unlimited lives in Ocean's Moon Alert. The closest you can get is 99 lives! Enter the following in the basic program at the beginning, just before the Rand USR: POKE 42404,63.

By the way, 63 is HEX for 99. You can have any number of lives below this number.

BRYAN JOHNSON,
Sunderland,
Tyne and Wear.

PROTECTION RACKET

The 'Protector!' feature in issue 8 was very clever and useful. But in listing two, if you set the lines in the bottom half of the screen back to 2 (before CLS or INPUT statements) it is possible to put a STOP statement in INPUT and then see the listing on the screen. The 'Protector!' was supposed to stop this. So how can you stop anyone putting the STOP command in INPUT?

PHIL JOHNSON,
Prescot
Merseyside.

• It's dead easy, Phil. You can't. 'Protector!' is intended to keep out the casual nosey parker. Not a lot can be done to put off the fully fledged saboteur — like you!

MINER LIVES

Please advise me on how to get everlasting lives in Manic Miner, (Spectrum). Also, which is the best Star Trek game for the Spectrum?

ALBERT FINDLEY,
Cleethorpes,
South Humberside.

Please send me POKE commands for everlasting lives on Manic Miner, for the ZX Spectrum. Please hurry, every day is frustration!

EARL RONALD TAYLOR,
(No address — no EE's!)

• Oh, all right then. Shovel in the Miner's loader just up to line 25. The type in; POKE 35136,0. Now press ENTER and RUN, and start the tape again. Dig?

BRING ME MY PEDESTAL, PLEASE

Tell Steven Craig (LETTERBASE 8) that until he has read 'The 24 part Home Computer Course' he has no right to call BIG K boring. If he does read the above, he may find himself compelled to paint all his BIG Ks gold, stick them on a pedestal, and worship them occasionally.

THE BLACK TURNIP,
Mixenden,
Halifax.

• Listen! Turnip, Craig's point was that he actually LIKED BIG K. Incidentally, have you tried Clive Splurt's 1,000 Exciting Nights of Exercises in Machine Code? Published by Messrs Yawn and Scratch, it's a really good read. Write and tell us about the most fatuous and boring computer book you've ever had the pleasure of putting down.

LETTERBASE LETTERS

Edited by NICKY XIKLUNA

"WE CAN'T WIN" CORNER

I typed Jet Set Willy — The Last Poke (LETTERBASE 7 — Mark Charlton) into my friend's Spectrum. When the game loaded, we discovered that it does not suck you up walls or give infinite lives. Is there a statement that does this?

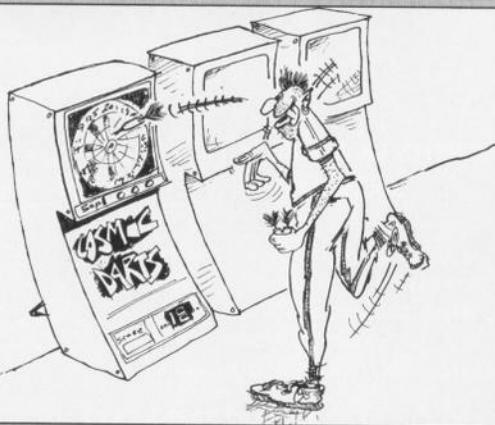
GARRY NAYLOR,
Skipton,
North Yorkshire.

I am writing to say how pleased I was to see Jet Set Willy — The last Poke — in the October edition! I've been looking for something like this for ages. Has anyone got a similar

code for Manic Miner on the Spectrum?

PAUL GOSLING,
Waltham Abbey,
Essex.

TONY BENYON



UPPER CLASS TWITTER

Just a line to say that after playing Elite for 16 days (well, not all the time) I have now reached the rank of Elite.
BRETT A. WRIGHT,
Salendine Nook,
Huddersfield.

GRID STUNNER

Psst! Want to know how to plan Spectrum screen layouts cheaply? Sling out your graph paper and Print 'n' Plot pad and get a 'Quadrille' exercise book from W.H. Smith's educational area.

It has 40 pages, printed both sides with a fine grid of 33 x 26 squares. Size of page: 205 x 165mm. Size of squares: 6 x 6mm. Price: 22p. Beat that!
FRANK ADEY,
Wolverhampton

DEFEND SMALL MICROS & FROGS

I've been reading BIG K since issue two. It has lots of colour, and is humorous and interesting. Many computer publications on sale are only fit for use as toilet rolls (and even then, are rough and expensive).

I object to TT's verdict on FROGGER (issue 7). I'm quite good at it—but I'm not an "obnoxious 9 year old"! I, too, like pond life, but surely the object is to save frogs, not squash them?

Finally, a few years back I seem to remember seeing a machine called a Commodore Max in a mail order catalogue. As far as I can remember it had a 2K memory, colour and sound and a touch-sensitive keyboard, (like the Intellivision hand controls). It sold alongside the CBM 64. Also, I definitely saw the Atari 5200 in another catalogue. You said it was never sold in the U.K.

CHRIS DOWNS,
Rochford,
Essex.

The 5200 never was sold in the UK—officially, that is. That's not to say the occasional hopeful importer didn't burn his fingers on an on-the-cuff basis. Or maybe you were looking at a US catalogue? As for not squashing frogs, clearly I've been getting the wrong message all this time. T.T.

SNOBS FIGHT BACK

I am writing in response to Trevor O'Grady's in LETTERBASE 8, Computer Snob Wars — Early Warning. Why shouldn't the Spectrum be persecuted for its useless keyboard? Or the CBM 64 for its naff BASIC? Incidentally, should the figure '64' be taken as representing its 64K RAM? Nonsense. The 64 has only roughly half of that useable in BASIC. The figure must surely represent the year that the 64 was designed! I do agree with old Trev on his point about the BBC, though. It got the best BASIC — when it came out. And now? It's surprising that it doesn't use valves! Thank you for letting me get this off my chest.

MARC TEALE,
Eccleshill,
Bradford.

OR DO THEY?

I completely agree with Trevor O'Grady's dislike of the 'computer snob wars.' I'm fed up with 'Spaztrums' and 'Commodores'. I want to warn people about a few Commodore games that I've bought. The worst of these is Rabbit's Adventure Pack 1. It is the most boring game I have ever seen! There are no graphics at all. Worst of all you can break into listing and read it. Quiksilver's Aquaplane and Harrier Attack are also thoroughly boring.

ROBERT WILLOUGHBY,
Dunsford,
Devon.

SORRY — YOUR (INTER)FACE WON'T FIT

Is it possible to use my Amstrad monitor with my Spectrum? What do I need? Where can I get it? How much will it cost?

S.A. SCHILD,
Camberley,
Surrey.

* No. Nothing. You can't. It doesn't. Your only option is to find someone who knows what he's doing with a soldering iron.

ShOrc HORROR!

I decided to buy Orc Attack after reading your review (August issue, no. 5). I sent off the cheque, waited 21 days and sure enough, through my letterbox Orc Attack came. After a few hours hacking, I thought to myself "Hang about, is this the same Orc Attack as that of the Big K review? Hastily, I read it. I checked the cartridge. Yup. Orc Attack on there. It says Orc Attack on the box and instructions. It even says Orc Attack on the screen.

So why have I got rocks instead of spears? Why don't I have a farm to buy? Why have I only got one screen? Why is it that however many lives I gain, I get murdered in round nine?

P.S. Why have you got such a long address?

SIMON QUIRKE,
Wembley,
Middx.

* Um, I don't know how to tell you this Simon, but "buy the farm" is a piece of slang that Tony Tyler swiped from the RAF, circa World War 2. It means spreading yourself thin over the landscape — ie biting the dust to go and push up the daisies. However, you're right about the spear. There isn't one. Glad to see you're on your toes.

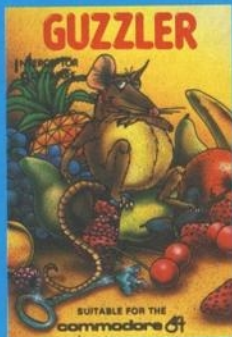
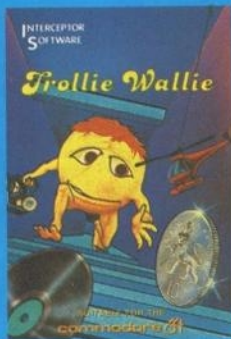
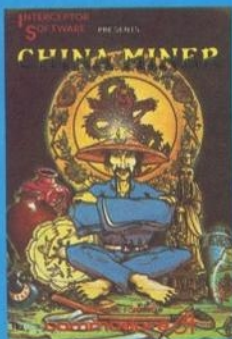
There IS only one screen in Orc Attack, but different waves of rampaging attackers. As for getting killed on level nine — the folks at Creative Sparks say, "keep trying".

P.S. 'Coz with a name as long as mine — you deserve one.

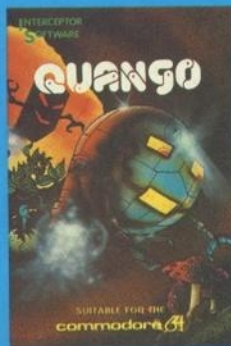
FREE POSTER OFFER

INTERCEPTOR MICRO'S

Lindon House, The Green, Tadley, Hants, England
TEL: (07356) 71145/3711 TELEX: 849101

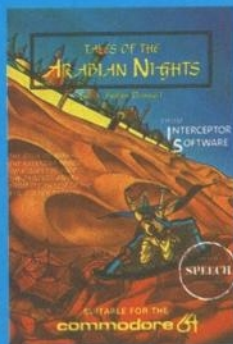


COMMODORE 64



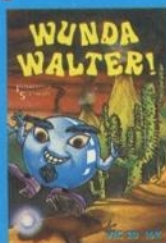
BENEFITS ON JOINING INTERCEPTOR SOFTWARE CLUB

1. Up to date information on new releases.
2. Free posters & other promotional aids.
3. Special club member discount.
4. Help club for Interceptor adventure players.
5. Special offers on blank data cassettes

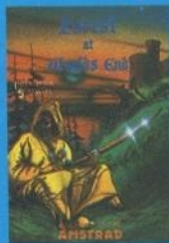


FREE MEMBERSHIP

VIC 20



SPECTRUM



INTERCEPTOR SOFTWARE CLUB

Please tick your Computer

- ☐ COMMODORE 64
- ☐ VIC 20
- ☐ SPECTRUM
- ☐ AMSTRAD
- ☐ MSX

When you join Interceptor Micro's new software club you will receive free posters. We will also keep you up to date on all our new releases, and include a list of special offers on some of our latest games. Available only to members.

NAME _____
ADDRESS _____

DON'T DELAY! POST TODAY

Interceptor Software Lindon House, The Green, Tadley, Hants, England

... Who will be
the survivors?
MIKE GOLD
assesses ...

ZIP

CODE

License Those Wash-out Blues Away

STATESIDE CHATTER

BY NOW, most micro-nuts have slapped down their Christmas boodle, and the only question left is "Who is likely to survive the Wash-Out of 1984?"

Well, the answer won't be coming for a while, but we can take this opportunity to check the water.

The big trend in software this past year has been in the realm of licensed games, and those companies that bet on the right properties just might make it to 1985.

It isn't easy. In 1983, Atari bet the house on such movies as *Raiders of the Lost Ark* and *E.T.* — two of the most successful films in history. It seemed like a good idea at the time; too bad they became the biggest turkeys in videogame history.

So 1984's corporate players are being slightly more judicious, and are backing their bets with huge promotion budgets.

Two likely winners — First Star's *Spy Vs. Spy*, based upon the long-running feature in *Mad Magazine*, and Activision's *Ghostbusters*.

What makes these games successful is that they are extremely fun to play. That doesn't seem like a major revelation, does it? Ha! Ever try to play Atari's *E.T.* or *Raiders of the Lost Ark*?

Spy Vs. Spy follows the lead set by the popular *B.C.'s Quest for Tires*. Both games take relatively simply cartoon line art that eat up a tiny amount of RAM. The characters you see on the screen actually resemble the one's you've seen in print.

TOP DESIGN

Ghostbusters is another matter. It is Activision's first entry into the world of media licenses, and they put David Crane — their top designer — on the project. Not too complicated but not offensively simple, *Ghostbusters* is better than the movie, in my humble opinion.

If ColecoVision survives the Wash-Out, it will be because of four highly-popular games: *Tarzan*, *Star Trek*, *Star Wars* and *War Games* — all successful licensed properties. Parents hate plopping \$100.00 down on a game unit that gathers dust and they're hardly likely to throw

down another \$20.00 every time little Junior sees a fancy bit of software ... unless Junior is playing the darn thing. So far, these licences have kept the ColecoVision in use.

Not all licenses are based upon media properties. For example, Atari licensed from Namco three of their very best-selling games — *Pac-Man*, *Dig Dug* and *Pole Position*. But when Jack Tramiel bought the company, these licenses automatically expired — I wonder if he knew that? — and the rights were snatched up by Data Soft.

ARCH-RIVAL

Tramiel's loss is Commodore's gain. As previously reported, when Tramiel bought up Atari, he ordered a halt to all production of AtariSoft games for the CBM64, which just happens to be Atari's arch-rival. Well, you'll never guess what Data Soft started manufacturing the minute they got the licenses to these three winners.

If you're keeping a running count, the latest score is Commodore 2, Atari 0.

Atari, by the way, claims to be continuing production on the 800XL despite massive price reductions. They are maintaining a full manufacturing schedule in the Asian and Irish plants, even though the selling price in the States is dropping to around \$120.00.

Commodore is experiencing a few headaches. They're safe from this year's big Wash-Out, but the two new units haven't

exactly set the world on fire, and sales of the CBM64 have dropped by about 10%. People simply want more power from their micros, and for new thrills they're looking to Apple and Tandy — and to IBM, if they're really dedicated to squeezing a lot of home business use out of their machine.

NOT MOVING

The lack of power is likely to do Coleco in. The ColecoVision unit is still well liked — a recent survey in *Boy's Life* magazine put the CV on top of the popularity chart with 40.8% (second place: the Atari 5200 with 38.8%) — but the Adam simply is not moving.

The first clear indication that Coleco might be giving up on the Adam came in early November when Coleco finally got out of their contract with a Japanese firm that made those noisy, tedious and basically offensive printers. Coleco has yet to replace the printer with one made by a different company, and without a printer, the Adam is useless.

It would be a shame if the Adam takes ColecoVision down with it. CV software is still strong when compared to that of other dedicated computers — it outsells all other formats except the Atari 2600, and there is more best-selling software out there for the CV than for any other unit, except the aforementioned 2600.

If I were a betting man, I'd say Coleco will be out of the computer business by mid-1985 ... if not sooner.

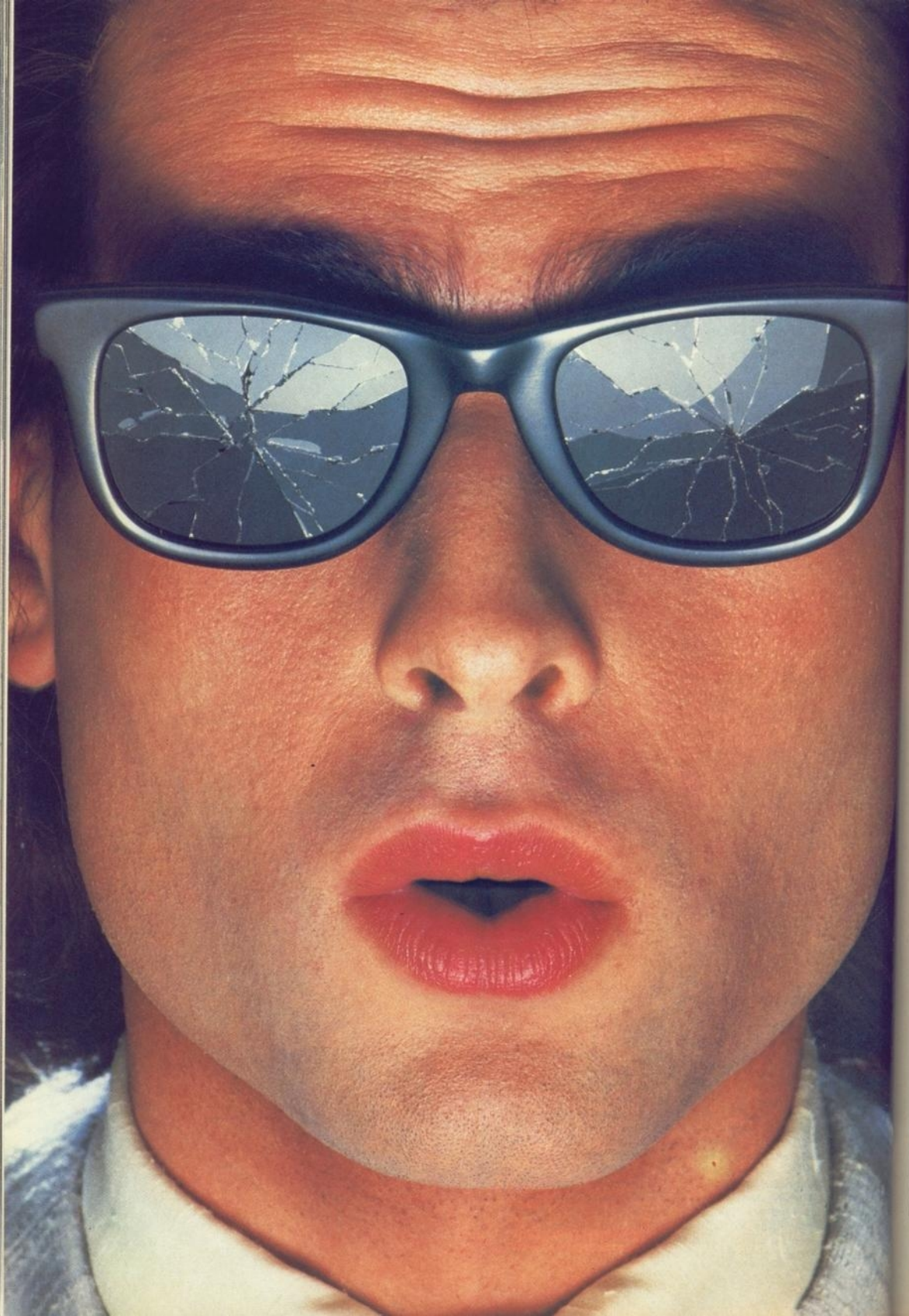
Among the healthy old-timers still selling strong are *Pitfall II* (and *Pitfall* for Coleco), *O-Bert* and *Frogger*, and for general use micros, both *Flight Simulator* packages continue to be blockbusters.

Newcomers to the heights of popularity? Coleco's *Football* game is strong in the States (our football is a bit weird by U.K. standards, so if you latch on to this game, be prepared to step into a whole different culture) and Activision's *Ka-Boom* for the Atari 2600 and 5200.

And the best-sellers on the home computer front? The adventure games *Seven Cities of Gold* from Electronic Arts and Data Soft's *Bruce Lee*, the strategy games *Raid Over Moscow* from Access and *Archon II* from Electronic Arts, and the arcade adaptation *Beyond Castle Wolfenstein*, from Muse.

Archon II is the only game that is up there alongside such durables as the two *Flight Simulators*, *Exodus*, *Ultima II*, and *Wizardry*, all of whom have been constant sellers for more than a year. But *Raid Over Moscow* looks like a winner — a well-received game that might take on heightened popularity with the re-election of President Reagan.

After all, there are all kinds of war games.



s
e
s
s
s
v
f
s

You should see what he's just seen.

Micronet 800.

Stretching the mind of your micro far beyond its limits.

Micro evolution continues with this unique communications, information and software system. Set on our mainframes nationwide.

Includes 30,000 pages and access to Prestel™ with its full range of services.

A tremendous Communications section that networks you to thousands of other members across the country. Send and receive electronic messages and graphics at a touch of a button.

And there's the Chatline service, Swapshop and Teleshopping.

Check with daily updates on the very latest computer news.

Micronet also has its own huge facts data base.

And a choice of up-to-the-minute software to download absolutely free.

For only £13 a quarter and just a local telephone call whenever you want to connect up (that's only 22p per half hour at cheap rates) you could be part of Micronet.

The only accessory you need is a Modem.

A small price to pay to join the other visionaries on this exciting new system.



Fill in the coupon for more details and send to Micronet 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

But be warned, Micronet 800's features are almost limitless and constantly updating. So maybe you'd be better to call in at Laskys, John Lewis, main Boots or your local Micronet 800 Action Station.

To feast your eyes on all the amazing things it can do.

To: MICRONET 800, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Telephone 01-278 3143.
Please send me the full facts about Micronet 800.

Name _____

Make/Model of Micro _____

Address _____

Telephone _____

BK 2:85

*For 97% of telephone users.
**Prestel is a trademark of British Telecommunications.

See Micronet 800 in action.

AVON

Bath. Boots, 1 Marchants Passage, Southgate. Tel: 025 64002.
Bristol. Boots, 59 Broadmead, Tel: 0272 293631.
Bristol. John Lewis, Horsefair, Tel: 0272 29100.
Bristol. Laskys, 16-20 Penn Street. Tel: 0272 20421.
Keynsham. Key Computer Systems, 42b High Street. Tel: 02756 5575.
Weston-super-Mare. K & K Computers, 32 Alfred Street. Tel: 0934 419324.

BEDFORDSHIRE

Bedford. Boots, The Harpur Centre, Harpur Street. Tel: 0234 56231.
Dunstable. Dormans, 7-11 Broad Walk. Tel: 0582 38302.
Leighton Buzzard. Datasine, 59 North Street. Tel: 0525 374200.
Leighton Buzzard. Milton Keynes Music & Computers, 17 Bridge Street. Tel: 0525 382504.
Luton. Hobbsys, Unit 16, The Armale Centre. Tel: 0582 457195.
Luton. Laskys, 190-192 Armale Centre. Tel: 0582 38302.
Luton. Terry More, 49 George Street. Tel: 0582 23391.

BERKSHIRE

Reading. Heelas, Broad Street. Tel: 0734 559555.
Reading. Laskys, 118-119 Prior St. Tel: 0734 559459.
Slough. Data Supplies, Templewood Lane, Farnham Common. Tel: 2 820004.
Slough. Laskys, 75 Queensmere Centre. Tel: 0753 78269.
Slough. MV Games, 245 High Street. Tel: 75 21594.

BUCKINGHAMSHIRE

Bletchley. R.A.M.S. Computer Centre, 117 Queensway. Tel: 0908 64772.
Chesham. Reed Photo & Computers, 113 High Street. Tel: 0494 783373.
Milton Keynes. John Lewis, 11 Field Walk, Secklow Gate East. Tel: 0908 679171.

CAMBRIDGESHIRE

Cambridge. Boots, 65-67 Sidney Street and 28 Petty Curry Street. Tel: 0223 350213.
Cambridge. Heffers Stationers, 19 Sidney Street. Tel: 0223 358241.
Cambridge. Robert Sayle, St Andrews Street. Tel: 0223 612929.
Peterborough. Boots, 40-42 Bridge Street, Queensgate. Tel: 0733 65352.
Peterborough. John Lewis, Queensgate Centre. Tel: 0733 44644.

CHESHIRE

Chester. Boots, 47-55 Foregate Street. Tel: 0244 28421.
Chester. Computer Link, 21 St Werburgh Street. Tel: 0244 316516.
Chester. Laskys, 7 The Forum, Northgate Street. Tel: 0244 317667.
Crews. As Woodson & Sons, 116 Edleston Road. Tel: 0270 21418.
Crews. Midahires Computer Centre, 68-78 Nantwich Road. Tel: 0270 21100.
Ellesmere Port. RFR TV & Audio, 1 Pooltown Road, Whitty. Tel: 051-356 4150.

Hyde. C Tech Computers, 184 Market Street. Tel: 061-366 8223.
Macclesfield. Camera Computer Centre, 118 Mill Street. Tel: 0625 27468.
Macclesfield. Computer Centre, 68 Chestergate. Tel: 0625 618827.
Marple. Marple Computer Centre, 30-32 Market Street. Tel: 061-427 4328.

Stockport. National Micro Centres, 36 St Petergate. Tel: 061-429 8080.
Stockport. Stockport Micro Centre, 4-6 Brown Street. Tel: 061-477 0248.
Widnes. Computer City, 78 Victoria Road. Tel: 051-420 3333.
Wimslow. Wimslow Micro Centre, 62 Grove Street. Tel: 0625 530890.

CLEVELAND

Middlesbrough. Boots, 88-90 Linthorpe Road. Tel: 0642 249616.

CUMBRIA

Kendal. The Kendal Computer Centre, Stramington. Tel: 0539 22559.

Whitehaven. PD Hendren, 15 King Street. Tel: 0946 2063.
Workington. Technology Store, 12 Finkle Street. Tel: 0900 66972.

DERBYSHIRE

Alfreton. Gordon Harwood, 69-71 High Street. Tel: 0773 836781.
Chesterfield. Laskys, 35-37 Low Pavement, Market Place. Tel: 0246 203591.
Chesterfield. Computer Stores, 14 Stephenson Place. Tel: 0246 208802.

DEVON

Exeter. Boots, 251 High Street. Tel: 0392 32244.
Exeter. Open Channel, Central Station, Queen Street. Tel: 0392 218187.
Plymouth. Syntax, 76 Cornwall Street. Tel: 0752 28705.
Seaton. Curtis Computer Services, Seaton Computer Shop, 51c Harbour Road. Tel: 0297 22347.
Weymouth. Acton Microcomputers, 37 Bampton Street. Tel: 0884 252854.

DORSET

Bournemouth. Brook Computers, 700 Charnminster Road. Tel: 0202 533054.
Bournemouth. Lansdowne Computer Centre, 1 Lansdowne Crescent, Lansdowne. Tel: 0202 20165.
Dorchester. The Paper Shop, Kings Road. Tel: 0305 64564.

ESSEX

Chelmsford. Maxton Hayman, 5 Broadfield Road. Tel: 0245 354595.
Colchester. Boots, 5-6 Lion Walk. Tel: 0206 577303.
Grays. H Reynolds, 28a Southend Road. Tel: 0375 31641.
Harlow. Laskys, 19 The Harvey Centre. Tel: 0279 443495.
Hornchurch. Compel Computer Systems, 112a North Street. Tel: 0402 446614.
Ilford. Boots, 177-185 High Road. Tel: 0533 212161.

Southend-on-Sea. Computarama, 88 London Road. Tel: 0702 335443.
Southend-on-Sea. Computer Centre, 356 London Road. Tel: 0702 337161.
Southend-on-Sea. Estuary Personal Computers, 318 Chertwell North, Victoria Circus Shopping Centre. Tel: 0702 614131.

GLOUCESTER

Cheltenham. Laskys, 206 High Street. Tel: 0242 570282.
Cheltenham. Screen Scene, 14 St Georges Road. Tel: 0242 528979.
Gloucester. Boots, 38-46 Eastgate Street. Tel: 0452 423501.

HAMPSHIRE

Basingstoke. Fishers, 2-3 Market Place. Tel: 0256 22079.
Southampton. Business Electronics, Micromagic At Atkins, 7 Civic Centre Road. Tel: 0703 25903.
Southampton. Tyrrell & Green, Above Bar. Tel: 0703 27711.

HERTFORD

Hitchin. Computer Computers, 13 Binkley Road. Tel: 0462 36757.
Hitchin. GK Photographic & Computers, 68 Hermitage Road. Tel: 0462 59285.
Potters Bar. The Computer Shop, 197 High Street. Tel: 0707 44417.
Stevenage. DJ Computers, 11 Town Square. Tel: 0438 65501.
Watford. Laskys, 18 Charter Place. Tel: 0923 31905.
Watford. SRS Microsystems, 74 The Parade, High Street. Tel: 0923 26602.
Watford. Trewins, Queens Road. Tel: 0923 44266.
Welwyn Garden City. DJ Computers, 40 Fetherne Road. Tel: 96 28444.

Welwyn Garden City. Welwyn Department Store. Tel: 0707 233456.

HUMBERSIDE

Beverly. Computing World, 10 Swabya Yard, Dyer Lane. Tel: 0482 881831.

KENT

Beckenham. Supa Computers, 425 Croydon Road. Tel: 01-650 3569.

Bexleyheath. Laskys, 15-16 Broadway Shopping Centre. Tel: 01-301 3478.
Bromley. Boots, 148-154 High Street. Tel: 01-460 6688.
Bromley. Computers Today, 31 Market Square. Tel: 01-290 5652.
Bromley. Laskys, 22 Market Square. Tel: 01-464 7829.
Bromley. Walters Computers, Army & Navy, 64 High Street. Tel: 01-460 9991.
Chatham. Boots, 30-34 Wilcott Square, Pentagon Centre. Tel: 0634 405471.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Modata Computer Centre, 28-30 St Johns Road. Tel: 0892 41555.

LANCASHIRE

Blackburn. Tempo Computers, 9 Railway Road. Tel: 0254 691333.
Blackpool. Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
Burnley. IMO Business Systems, 39-43 Standish Street. Tel: 0282 54299.
Preston. 4M4 Computing, 67 Fringate. Tel: 0772 561952.
Preston. Laskys, 1-4 Guildhall Arcade. Tel: 0772 24558.
Wigan. Wildings Computer Centre, 11 Meanes Street. Tel: 0942 44382.

LEICESTERSHIRE

Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Market Harborough. Harborough Home Computers, 7 Church Street. Tel: 0858 63056.

LONDON

W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01-486 0373.
W1. HMV, 363 Oxford Street. Tel: 01-629 1240.
W1. John Lewis, Oxford Street. Tel: 01-629 7711.
W1. Laskys, 42 Tottenham Court Road. Tel: 01-636 0845.
W1. Lion House, 227 Tottenham Court Road. Tel: 01-637 1601.
W1. Rother Cameras, 256 Tottenham Court Road. Tel: 01-580 5826.
W1. The Video Shop, 18 Tottenham Court Road. Tel: 01-580 5380.
W1. Walters Computers, DH Evans, Oxford Street. Tel: 01-629 8800.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W5. Laskys, 18-19 Ealing Broadway Shopping Centre. Tel: 01-567 4717.
W8. Walters Computers, Barkers, Kensington High Street. Tel: 01-937 5432.

SW1. Peter Jones, Sloane Square. Tel: 01-730 3434.
SE9. Square Deal, 373-375 Footscray Road, New Eltham. Tel: 01-859 1516.
Lewisham. Laskys, 164 High Street. Tel: 01-852 1375.
SE13. Walters Computers, Army & Navy, 33 and 63 High Street, Lewisham. Tel: 01-852 4321.
SE15. Castlehurst Ltd, 152 Rye Lane, Beckham. Tel: 01-639 2205.
EC2. Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.
N7. Jones Brothers, Holloway Road. Tel: 01-607 2727.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate. Tel: 01-882 4942.
NW3. Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW7. Computers Inc, 86 Golders Green. Tel: 01-209 0401.
NW10. Technomatic, 17 Burnley Road, Wembley. Tel: 01-208 1177.

MANCHESTER

Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Laskys, 61 Arndale Centre. Tel: 061-833 9149.
Manchester. Laskys, 12-14 St Marys Gate. Tel: 061-833 0268.
Manchester. Mighty Micro, Rushwood Centre, 268 Wilmalaw Road, Fallowfield. Tel: 061-224 8117.

Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Swinton. Mr Micro, 69 Partington Lane. Tel: 061-728 2282.

MERSEYSIDE

Heswall. Thorngard Computer Systems, 46 Pinsky Road. Tel: 051-342 7516.
Liverpool. George Henry Lee, Bassett Street. Tel: 051-709 7070.
Liverpool. Hargreaves, 31-37 Warbeck Moor, Walton. Tel: 051-525 1872.
Liverpool. Laskys, Dale Street. Tel: 051-236 3298.
Liverpool. Laskys, St Johns Street. Tel: 051-708 5871.
St Helens. Microman Computers, Rainford Industrial Estate, Mill Lane, Rainford. Tel: 0744 885242.
Southport. Central Studios, 38 Eastbank Street. Tel: 0704 31881.

MIDDLESEX

Enfield. Laskys, 44-48 Palace Garden Shopping Centre. Tel: 01-363 6627.
Harrow. Camera Arts, 42 St Anns Road. Tel: 01-427 5469.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Teddington. Andrews, Broad Street. Tel: 01-977 4716.
Twickenham. Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK

Norwich. Bonds, All Saints Green. Tel: 0603 24617.

NOTTINGHAMSHIRE

Sutton in Ashfield. H.N.K. & Fisher, 87 Outram Street. Tel: 0623 54734.
Nottingham. Jessops, Victoria Centre. Tel: 0602 418282.
Nottingham. Laskys, 1-4 Smithy Row. Tel: 0602 413049.

OXFORDSHIRE

Abingdon. Ivor Fields Computers, 21 Stern Street. Tel: 0235 21207.
Banbury. Computer Plus, 2 Church Lane. Tel: 0295 55890.
Oxford. Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

SCOTLAND

Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Edinburgh. John Lewis, St James Centre. Tel: 031-556 9121.
Edinburgh. Laskys, 24 St James Centre. Tel: 031-556 1864.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041-332 1925.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041-248 7387.

SHROPSHIRE

Telford. Telford Electronics, 38 Mall A. Tel: 0952 504911.

STAFFORDSHIRE

Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stafford. Computarama, 59 Foregate Street. Tel: 0785 41899.
Stoke-on-Trent. Computarama, 11 Market Square, Arcade, Hanley. Tel: 0782 268524.

SUFFOLK

Bury St Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Ipswich. Brainwave Micros, 24 Crown Street. Tel: 047 350965.

SURREY

Croydon. Laskys, 77-81 North End. Tel: 01-681 8443.
Croydon. The Vision Store, 96-98 North End. Tel: 01-681 7539.
South Croydon. Conscience Computer Constants, 1 Carlton Road. Tel: 01-681 6842.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0732 727133.
Guildford. Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.
Haslemere. Haslemere Computers, 17 Lower Street. Tel: 0428 54428.
Wallingford. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

SUSSEX

Bexhill-on-Sea. Computarama, 22 St Leonards Road. Tel: 0424 223340.
Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamed, 71 East Street. Tel: 0273 728681.
Brighton. Laskys, 151-152 Western Road. Tel: 0273 725625.
Crawley. Gattwick Computers, 62 The Boulevard. Tel: 0293 37842.
Crawley. Laskys, 6-8 Queensway. Tel: 0293 544622.

TYNE & WEAR

Newcastle-upon-Tyne. Bainbridge, Eldon Square. Tel: 0632 325000.
Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. Laskys, 6 Northumberland Street. Tel: 0632 617224.
Newcastle-upon-Tyne. RE Computing, 22 Jesmond Road. Tel: 0632 815580.

WALES

Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Treycynon. Tel: 0685 881828.
Aberystwyth. Aberdare at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. P & P Computers, 41 The Hayes. Tel: 0222 26666.
Swansea. Laskys, 17 St Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.

WARWICKSHIRE

Coventry. Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 389404.
Coventry. JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.
Coventry. Laskys, Lower Precinct. Tel: 0203 27712.
Leamington Spa. IC Computers, 43 Russell Street. Tel: 0290 36244.
Leamington Spa. Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. OEM Computer Systems, 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS

Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Birmingham. Laskys, 19-21 Corporation Street. Tel: 021-632 6303.
Dudley. Central Computers, 35 Chuchill Precinct.
Stourbridge. Walters Computer Systems, 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.
West Bromwich. D S Peakman, 7 Queens Square. Tel: 021-525 7910.
Wolverhampton. Laskys, 2 Wulfrum Square. Tel: 0902 714568.

YORKSHIRE

Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Sheffield. Cole Brothers, Barkers Pool. Tel: 0742 78511.
Sheffield. Laskys, 58 Leopold Street. Tel: 0742 750971.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.



THE FIRST 64K COMPUTER FOR ONLY £129!



1 800XL 64K COMPUTER £129



2 400 16K GAMES MACHINE £29



3 1010 PROGRAM RECORDER £34



4 1050 127K DISK DRIVE £199



5 1020 4 COLOUR PRINTER £99



6 LETTER QUALITY PRINTER £249



7 TOUCH TABLET PEN + CARTRIDGE £49



8 TRAK BALL £19.95



9 SUPER CONTROLLER £9.95

THE NEW ATARI 800XL

EVERYTHING YOU WANT FROM A HOME COMPUTER

- 1. ATARI 64K 800XL - £129:** The Atari 800XL has many facilities and includes such advanced specifications that you will be amazed by its performance. At the new reduced price of only £129 inc VAT for a full specification 64K computer with a proper full stroke keyboard, we believe that the 800XL cannot be beaten. Compare Atari with the competition, just look at these specifications:
 - COLOUR CAPABILITIES:** 16 colours and 16 intensities giving 256 different colours (all of the 256 colours can be displayed at the same time).
 - OPERATING SYSTEM:** 24K ROM including Atari Basic programming language and a self diagnostic test program.
 - KEYBOARD:** Full stroke design with 62 keys including help key and 4 special function keys. International character set and 29 graphics keys.
 - SOUND:** 4 independent sound synthesizers each capable of producing music across a 31/2 octave range or a wide variety of special sound effects. (Additional programming can achieve an octave range of up to nine octaves!)
 - DISPLAY:** 11 graphic modes and 3 text modes. Up to 320x192 resolution. Maximum text display 24 lines by 40 columns.
 - SPECIAL ATARI INTEGRATED CIRCUITS:** OTIA for graphics display. Pokey for sound and controller ports. Antic for screen control and I/O (Input/Output).
 - CPU:** 6502C microprocessor - 0.50 microsecond cycle and a clock speed of 1.79 MHz.
 - EXTENDED GRAPHICS FUNCTIONS:** High resolution graphics. Multi-coloured character set. Software screen switching. Multiple redifined character sets. Player missile (sprite) graphics. Fine screen scrolling. Changeable colour registers. Smooth character movement. Simple colour animation facilities.
 - PROGRAMMING FEATURES:** Built in Atari Basic programming language supporting peek, poke and USR plus at least 6 other languages available. The help key will provide additional information and menu screens with certain software. Full on-screen editing is available as well as syntax checking on entry.
 - INPUT/OUTPUT:** External processor bus for expansion with memory and peripherals. Composite video monitor output. Peripheral port for direct connection to Atari standard peripherals. Software cartridge slot is included as well as a 2 joystick controller ports.
 - SOFTWARE:** Over 1,500 items of software are available including self teaching programs with unique voice over. The range of programs includes Education, Home Management & Programming aids. There is also APX (Atari Program Exchange) and of course Atari's famous entertainment software now at only £9.95. In addition there is a host of support and help available from specialist Atari magazines like Antic and Analog and from over 75 Atari books/manuals.
- 2. ATARI 400 16K GAMES MACHINE - £29:** We have several Atari 400 games consoles/computers with 16K RAM. The price is £29 for a reconditioned model or £39 for a new machine. Both come with 12 months guarantee. The Atari 400 can play all 800XL ROM cartridge games and is expandable up to 48K RAM. Computer upgrade with Basic Programming Kit (L50) optional extra.
- 3. ATARI 1010 PROGRAM RECORDER - £34:** For low cost storage and retrieval capability. Data transmission 500 baud. Storage capability 100K bytes on a sixty minute cassette. Track configuration four track, two channels (digital and audio). Auto record/playback/pause control/unique soundthrough facility. Built in accidental erasure prevention, automatic shutoff and 3 digit tape counter.
- 4. ATARI 1050 DUAL DENSITY DISK DRIVE - £199:** 5 1/4" disks holding 127K randomly accessible bytes provide both expansion and flexibility for your 400/800 or XL system with new 'helpful' DOS 3.3. customers who purchase a Disk Drive from Silica Shop will be automatically given a FREE set of 100 programs on 3 Disks recorded on both sides.
- 5. ATARI 1020 COLOUR PRINTER - £99:** Printer and Plotter with four colour graphic print capability. 40 column width printing at 10 characters per second. Can print 5, 10 and 20 characters per inch. 64 character sizes. Prints text in 4 directions. Choice of line types.
- 6. ATARI 1027 LETTER QUALITY PRINTER - £249:** For word processing letters in professional type. Print speed of 20 chars per second.
- 7. ATARI TOUCH TABLET - £49:** Enables you to draw and paint pictures on your T.V. screen, with the touch of a stylus.
- 8. ATARI TRAK BALL CONTROLLER - £19.95:** Enables cursor movement in any direction and adds arcade realism to your games.
- 9. ATARI SUPER CONTROLLER - £9.95:** The ultimate joystick with double fire button to give you a greater competitive edge in your games.

SILICA SHOP ARE THE No1 ATARI SPECIALIST

Silica Shop are now firmly established as the No 1 Atari retail/mail order and wholesale specialist in the U.K. We already offer our service to over 120,000 customers, 10,000 of whom have purchased Atari Home Computers. Because we specialise (and with a turnover of £1.5 million), we are able to keep prices low by bulk purchases. Ring one of our 45 staff and we will be glad to be of service to you. Complete the coupon below and we will send you our Atari pack with our 16 page price list and XL colour catalogue.

EXTENDED TWO YEAR GUARANTEE: We are an Atari Service Centre, able to service and repair Atari equipment and have added a 12 month guarantee to the year offered by Atari, giving you a full 2 year guarantee on your new XL computer.

SPECIALIST SUPPORT: Our technical staff are always available on the telephone to help and advise you. We endeavour to hold stocks of every Atari compatible item available in the U.K. and we stock over 75 Atari books and manuals.

AFTER SALES SERVICE: When you purchase your equipment from Silica, your name will be automatically added to our mailing list. You will then receive price lists, newsletters and details of new releases and developments, as well as special offers which are exclusive to Silica Atari Computer Owners.

LOW PRICES: Our prices include VAT and are extremely competitive. We will normally match any lower price offered by our competitors.

FREE COMPUTER OWNERS CLUB: This is open to all Atari computer owners irrespective of where you purchased your equipment. Membership is FREE and entitles you to receive bulletins giving details of new releases and developments. Send now for your FREE information pack, price list & colour catalogue.

PAYMENT: We accept cash, cheques, postal orders and all Credit Cards. We also offer credit facilities over 1, 2 or 3 years, please write for a written quotation.

NEXT DAY DELIVERY - FREE: All goods dispatched from Silica Shop are normally sent by first class post or parcel post FREE OF CHARGE. As a special introductory offer for a limited period only we will be sending all Computers and Disk Drives by a next day Securior delivery service at our own expense.

So fill in the coupon below with a literature enquiry or order and begin to experience a specialist Atari service that is second to none.

SILICA SHOP LTD, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Tel: 01-309 1111

ORDER NOW-OR SEND FOR A FREE COLOUR BROCHURE

To: SILICA SHOP LTD, Dept BIGK 0285, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX Telephone: 01-309 1111

LITERATURE REQUEST:

- ☐ Please send me your FREE colour brochures and 16 page price list on Atari Computers.
☐ I own a Videogame ☐ I own a Computer

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

ORDER REQUEST:

- PLEASE SEND ME:**
- | | | | |
|--|------|---|--------|
| <input type="checkbox"/> 800XL 64K Computer | £129 | <input type="checkbox"/> 1020 4 Colour Printer | £99 |
| <input type="checkbox"/> 400 16K Games Machine | £29 | <input type="checkbox"/> Letter Quality Printer | £249 |
| <input type="checkbox"/> 1010 Program Recorder | £34 | <input type="checkbox"/> Touch Tablet + Cartridge | £49 |
| <input type="checkbox"/> 1050 127K Disk Drive | £199 | <input type="checkbox"/> Trak Ball | £19.95 |
| | | <input type="checkbox"/> Super Controller | £9.95 |

ALL PRICES QUOTED ARE INCLUSIVE OF VAT - POSTAGE & PACKING IS FREE OF CHARGE

☐ I enclose Cheque/P.O. payable to Silica Shop Limited for the following amount £

☐ CREDIT CARD - Please debit my:
 Access/Barclaycard/Visa/American Express/Diners Club Card Number

GALACTIC MINE-FIELD

A detailed illustration of a yellow and orange spaceship, resembling a Star Wars X-wing, flying diagonally across the frame. The ship is set against a background of stylized, jagged yellow and orange shapes representing a minefield. The title 'GALACTIC MINE-FIELD' is prominently displayed at the top in a jagged, comic-book style font, with 'GALACTIC' in red and 'MINE-FIELD' in blue.

```
10 PRINT "MINE FIELD"; POKE 53280, 0
15 PRINT "PLEASE WAIT"
20 POKE 52, 48: POKE 56, 48: CLR: POKE 56334, PEEK(56334) AND 251
30 FOR T=0 TO 1211: POKE T+12288, PEEK(T+53248): NEXT T
40 POKE 1, PEEK(1) OR 4: POKE 56334, PEEK(56334) OR 1
50 FOR T=0 TO 55: READ A: POKE 12288+512+T, A: NEXT T
60 DATA 24, 24, 60, 126, 219, 24, 16, 126
65 DATA 126, 60, 24, 219, 126, 60, 24, 24
70 DATA 8, 25, 51, 255, 255, 51, 25, 8
75 DATA 16, 152, 204, 255, 255, 204, 152, 16
80 DATA 24, 24, 24, 60, 126, 255, 231, 195
85 DATA 195, 102, 60, 255, 255, 60, 102, 195
90 DATA 24, 24, 24, 60, 126, 255, 255
100 GOSUB 7000: REM *** TITLE ***
110 PRINT "END"
```

The joyous news flashes through on the FTL receiver. The war is over! Five years of life-or-death struggle against the Quargoids, and at last you can fly home in your scout-ship to the welcoming arms of Earth. There's only one problem — both sides have sown every quadrant between here and Terra with neutron mines. You have a scanner which shows you how many mines surround your current position, it just doesn't show you exactly where they are. You can run a quadrant scan, but it'll only give you a quick look. Can you get across the quadrant map to the hyperspace tunnel (shown by the cross) without being vapourised? Don't forget to refuel at stars for extra points.

Controls: W: Up Z: Down A: Left Z: Right H: Quadrant scan

```

120 PRINT "ENTER SKILL LEVEL 1-5"
130 PRINT "INPUT SK": INPUT SK
140 IF SK<1 OR SK>5 THEN 130
150 POKE53272,28
160 GOSUB6000:REM***SET UP DISPLAY***
170 GOSUB5000
180 PRINT " "
190 PRINT "*****END OF GAME****"

```

```

200 PRINT "YOUR SCORE WAS"; SC
220 IF SC>HIGH THEN HI=SC:PRINT "THE HIGH SCORE IS"; HI
230 PRINT "ANOTHER GAME Y/N?"
240 GETA$:IFA$("<")="Y" THEN 240
250 GOTO110
300 PRINT " "
310 PRINT "HYPE R-DRIVE"

```

```

320 FORT=0T0255:POKE53281,T:NEXT:POKE53281,0:SK=SK+1:SC=SC+50
330 GOSUB6005
5000 POKEP,C:POKECO,1
5005 GETA$:IFA$="" THEN 5035
5007 GOSUB5500
5010 IFA$="W" THEN POKEP,32:P=P-40:CO=CO-4

```

```

0:C=64:X1=X1-40:X2=X2-40
5015 IFA$="Z" THEN POKEP,32:P=P+40:CO=CO+4
0:C=65:X1=X1+40:X2=X2+40
5020 IFA$="A" THEN POKEP,32:P=P-1:CO=CO-1:
C=66:Y1=Y1-1:Y2=Y2-1
5025 IFA$="D" THEN POKEP,32:P=P+1:CO=CO+1:
C=67:Y1=Y1+1:Y2=Y2+1
5030 IFA$="H" AND H=1 THEN POKE53281,2:FORT=
1T01700:NEXT:POKE53281,0:H=0

```

```

5035 GOSUB5200
5040 IFA$="" THEN GOSUB5300
5045 IFPEEK(P)=68 THEN LV=LV-1:POKE53281,7
:FORT=1T0100:NEXT:POKE53281,0
5050 IFPEEK(P)=69 THEN SC=SC+15
5055 IFPEEK(P)=70 AND C<9 THEN E=E+1
5060 IFPEEK(P)=91 THEN 300
5065 IFLV<1 THEN RETURN
5070 PRINT "SCORE"; SC; TAB(12) "SCANNER"
;SN; TAB(25) "ENERGY"; E
5075 PRINT "LIVES"; LV; TAB(20) "
LEVEL"; SK

```

```

5080 IF X1>1984 THEN X1=1984:X2=2023
5085 IF X1<1144 THEN X1=1144:X2=1183
5090 IF Y1<1984 THEN Y1=1984:Y2=1144
5095 IF Y1>2023 THEN Y1=2023:Y2=1183
5100 IF P=X1-1 THEN P=P+1:CO=CO+1
5110 IF P=X2+1 THEN P=P-1:CO=CO-1
5120 IF P=Y1+40 THEN P=P-40:CO=CO-40
5130 IF P=Y2-40 THEN P=P+40:CO=CO+40
5135 GOTO5000
5200 REM***SCANNER***
5202 U=0:D=0:L=0:R=0
5205 IFPEEK(P-40)=68 THEN U=U+1:GOTO5215
5210 U=0

```

```

5215 IFPEEK(P+40)=68 THEN D=D+1:GOTO5225
5220 D=0
5225 IFPEEK(P-1)=68 THEN L=L+1:GOTO5235
5230 L=0
5235 IFPEEK(P+1)=68 THEN R=R+1:GOTO5245
5240 R=0
5245 SN=U+D+L+R
5250 RETURN
5300 REM***ZAPPER***
5305 IFE=0 THEN RETURN
5320 IFPEEK(P-40)=68 THEN POKECO-40,7:FORT=
1T0200:NEXT:POKEP-40,32:SC=SC+5
5325 IFPEEK(P+40)=68 THEN POKECO+40,7:FORT=
1T0200:NEXT:POKEP+40,32:SC=SC+5
5330 IFPEEK(P-1)=68 THEN POKECO-1,7:FORT=1
T0200:NEXT:POKEP-1,32:SC=SC+5
5335 IFPEEK(P+1)=68 THEN POKECO+1,7:FORT=1
T0200:NEXT:POKEP+1,32:SC=SC+5
5345 E=E-1:SN=0:RETURN
5500 REM***BEEP***
5510 POKE54296,15:POKE54276,17
5512 POKE54273,36:POKE54272,85:FORT=0T03
:POKE54278,150:NEXT
5514 POKE54276,0:POKE54296,0
5516 RETURN

```

```

6000 SC=0:E=9:LV=3
6005 PRINT "P=2004:C=64:CO=56276:SN=0:
X1=1984:X2=2023:Y1=2004:Y2=1164
6010 POKE53265,PEEK(53265) AND 239
6015 FORT=55376T055415:POKET,7:NEXT:H=1
6020 FORT=1104T01143:POKET,82:NEXT
6025 FORT=0T05K*50:A=FN R(N):POKE1144+A,
68:POKE55416+A,0:NEXT
6030 FORT=0T015:A=FN R(N):POKE1144+A,69:
POKE55416+A,14:NEXT
6035 FORT=0T09:A=FN R(N):POKE1144+A,70:P
OKE55416+A,8:NEXT
6040 A=INT(500*RND(1))+1:POKE1144+A,91:P
OKE55416+A,1
6045 POKEP,C:POKECO,1
6050 POKE53265,PEEK(53265) OR 16
6055 RETURN
7000 PRINT "HI=500
7005 PRINT "KEYBOARD CONTROLS
ONLY "
7010 PRINT "

```

```

7015 PRINT "L.R.I.O.N. "
7020 PRINT "
7025 PRINT "
7030 PRINT "
7035 PRINT "
7040 PRINT "

```

```

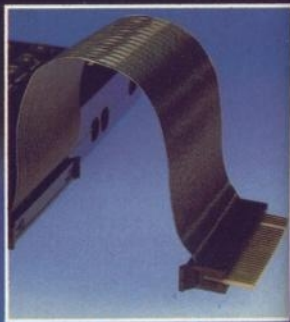
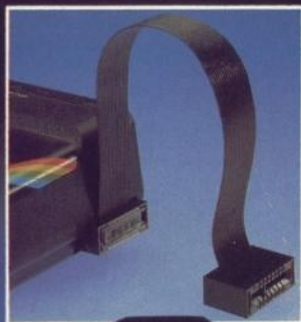
7045 PRINT "PRESS SPACE
BAR "
7050 GETA$:IFA$("<") " THEN 7050
7055 DEF FN R(N)=INT(880*RND(1))+1
7060 RETURN

```

READY.

dktronics

The Spectrum Connection



Need we say more!

DK Tronics Ltd., Saffron Walden, Essex CB11 3AQ. Tel: (0799) 26350 Telex: 817812 DKTRON G

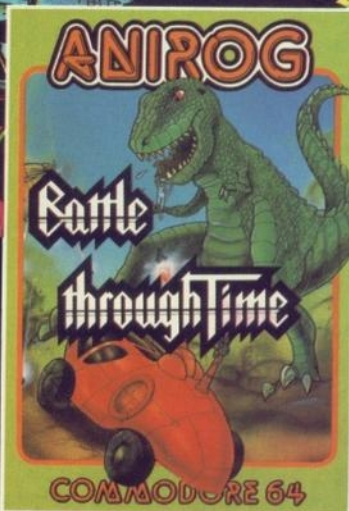
Battle through Time

ANIROG

Trade Enquiries: ANIROG SOFTWARE
10 VICTORIA IND. PARK, VICTORIA
ROAD, DARTFORD, KENT.
(0322) 92513/8

Mail Order: 8 HIGH STREET, HORLEY,
SURREY 24 HOUR CREDIT SALES
HORLEY 02934 6083

Payment by: P.O. - ACCESS - VISA - 50p
POSTAGE & PACKAGING



In the year 2525 A.D., time travel is finally perfected. Scientists of the project send you into the time void equipped with an armed, all terrain vehicle. Your objective is to assist mankind in his various battles: from the prehistoric age to the aftermath of the final conflict. Only a successful mission can assure your return. Features include 'Hi-Score' table, two player option, two skill levels and continuous play facility.

Commodore 64 £7.95

Visions



SNOOKER - £8.95
SPECTRUM BBC VIC 20 ELECTRON C64

Written by Tim Bell. A brilliant simulation of the popular table game. Can be played on one's own or against an opponent. An extremely enjoyable game for all the family.



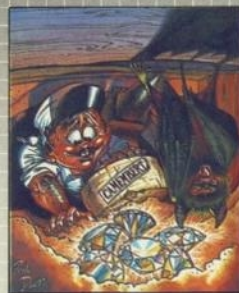
GALAXY RAIDERS - £6.95
BBC

Galaxy Raiders has the feel of an adventure with the nail biting excitement of a Galactic mission. You must think to stay alive.



DARE DEVIL DENIS - £7.95
BBC ELECT. C64

Written by Simon Pick. Denis, fast becoming the best motorcycle stuntman around now faces his most difficult task—a hazardous ride attempting to avoid numerous obstacles and thus achieve invincibility.



HENRI - £9.95
ATARI 400/800/1200 with any
16/32K Ram

Written by Adam Bullyard. Henri is tunnelling for diamonds, but in his quest for wealth he must fend off killer bats and falling anvils by throwing his deadly camembert cheese.

Available by mail order

Visions



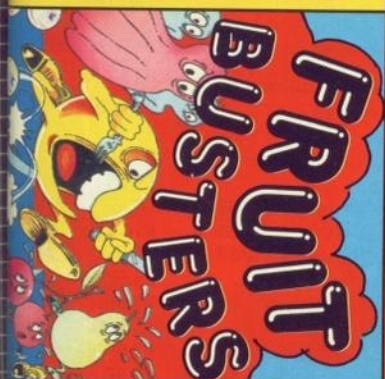
INLAY CARDS

For your Type-in
Games Progs

Customise your BIG K games progs! Just carefully cut out the combined front and spine art. Make a fold and slip it over the existing inlay card in your cassette box.



FRUITBUSTERS



for Vic 20



PROGRAM



GALACTIC MINE-FIELD



for CBM 64



PROGRAM



OCTONIUM



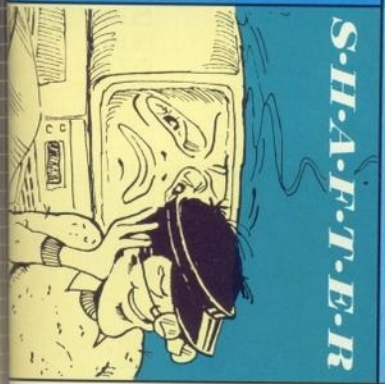
for BBC



PROGRAM



S-H-A-F-T-E-R



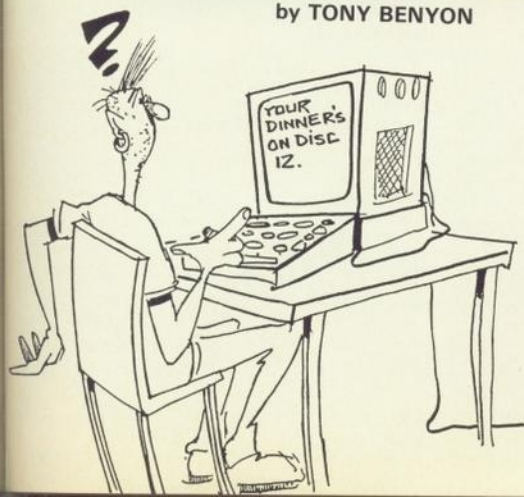
for Spectrum



PROGRAM



by TONY BENYON



WANNA GET YOUR PROG IN OUR MAG?

Yes, kudos and riches can be yours. If you've written a masterpiece...we're interested! Send the *meisterwerk* to:

FIN FAHEY, BIG K (PROGS)

IPC MAGAZINES LTD.,

Kings Reach Tower,

Stamford St., LONDON SE1 9LS



CHARTS

GAMES TOP 20

THIS MONTH
LAST MONTH

KEY **N** = NEW ENTRY **R** = RE-ENTRY **K** = BIG K RAVE

1	(—)	BOOTY (Firebird)	Spectrum/Commodore 64	£2.50
2	(—)	GHOSTBUSTERS (Activision)	Commodore 64	£10.00
3	(—) K	KNIGHT LORE (Ultimate)	Spectrum	£9.95
4	(1)	DALEY THOMPSON'S DECATHLON (Ocean)	Spectrum/Commodore 64	£7.90
5	(16) K	UNDERWORLDE (Ultimate)	Spectrum	£9.95
6	(2)	MONTY MOLE (Gremlin Graphics)	Spectrum/Commodore 64	£6.95/£7.95
7	(3) K	EUREKA (Domark)	Spectrum/Commodore 64	£14.95
8	(11)	TORNADO LOW LEVEL (Vortex)	Spectrum/Commodore 64	£5.95
9	(—) K	DOOMDARK'S REVENGE (Beyond)	Spectrum	£9.95
10	(10)	PYJAMARAMA (Microgen)	Spectrum/Commodore 64	£6.95/£7.95
11	(18)	ELITE (Acornsoft)	BBC/Electron	£14.95
12	(4)	BEACH HEAD (US Gold)	Spectrum/Commodore 64	£7.95/£9.95
13	(12)	COMBAT LYNX (Martech)	Spectrum/Commodore 64	£8.95
14	(—)	RAID OVER MOSCOW (US Gold)	Commodore 64	£9.95
15	(9)	AVALON (Hewson)	Spectrum	£7.95
16	(8) K	JET SET WILLY (Software Projects)	Spectrum/Commodore 64	£5.95/£7.95
17	(5)	KOKOTINI WILF (Elite)	Spectrum/Commodore 64	£5.95/£6.95
18	(6)	FULL THROTTLE (MicroMega)	Spectrum	£6.95
19	(—)	SELECT 1 (Computer Records)	Spectrum/Commodore 64	£12.49
20	(19)	MATCH POINT (Psion)	Spectrum/Commodore 64	£7.95

Compiled by MRIB (Computer)

SPECTRUM TOP 20

1	(—)	BOOTY (Firebird)	£7.90
2	(—)	KNIGHT LORE (Ultimate)	£9.95
3	(15)	UNDERWORLDE (Ultimate)	£9.95
4	(—)	DOOMDARK'S REVENGE (Beyond)	£9.95
5	(1)	DALEY THOMPSON'S DECATHLON (Ocean)	£7.90
6	(4)	EUREKA (Domark)	£14.95
7	(2)	MONTY MOLE (Gremlin Graphics)	£6.95
8	(8)	AVALON (Hewson)	£7.95
9	(12)	PYJAMARAMA (Microgen)	£6.95
10	(9)	TORNADO LOW LEVEL (Vortex)	£5.95
11	(3)	BEACH HEAD (US Gold)	£7.95
12	(11)	COMBAT LYNX (Martech)	£8.95
13	(5)	FULL THROTTLE (Micromega)	£6.95
14	(14)	JET SET WILLY (Software Projects)	£5.95
15	(—)	CYCLONE (Vortex)	£6.95
16	(—)	FALL GUY (Elite)	£6.95
17	(20)	TIR NA NOG (Gargoyle Games)	£9.95
18	(6)	KOKOTINI WILF (Elite)	£5.95
19	(—)	SELECT 1 (Computer Records)	£12.49
20	(—)	SKOOLDAZE (Microprose)	£6.95

Compiled by MRIB (Computer)

COMMODORE 64 TOP 20

1	(—)	BOOTY (Firebird)	£2.50
2	(—)	GHOSTBUSTERS (Activision)	£10.00
3	(1)	DALEY THOMPSON'S DECATHLON (Ocean)	£7.90
4	(—)	TORNADO LOW LEVEL (Vortex)	£5.95
5	(2)	MONTY MOLE (Gremlin Graphics)	£7.95
6	(9)	PYJAMARAMA (Microgen)	£7.95
7	(3)	EUREKA (Domark)	£14.95
8	(—)	COMBAT LYNX (Martech)	£8.95
9	(—)	RAID OVER MOSCOW (US Gold)	£9.95
10	(6)	JET SET WILLY (Software Projects)	£7.95
11	(5)	BEACH HEAD (US Gold)	£9.95
12	(8)	MANIC MINER (Software Projects)	£7.95
13	(4)	KOKOTINI WILF (Elite)	£6.95
14	(15)	SELECT 1 (Computer Records)	£12.49
15	(—)	JINN GENIE (Micromega)	£6.95
16	(14)	ZAXXON (Centresoft)	£9.95
17	(—)	MATCH POINT (Psion)	£7.95
18	(—)	BLUE MAX (US Gold)	£9.95
19	(—)	STAFF OF KARNATH (Ultimate)	£9.95
20	(16)	INTERNATIONAL SOCCER (Commodore)	£14.99

Compiled by MRIB (Computer)

COMMODORE 64

BEYOND YOUR WILDEST DREAMS



STEVE FOX 84



Knightmare for the CBM 64 is now available from good stockists, EMI dealers, or direct from Romik Software, P.O. Box 478, Slough. (0753) 36910

Available for
DRAGON 32
TANDY
COLOUR 32K

Worlds Of Flight



Not a Game . . . A very realistic Flight Simulation!!!!

Worlds Of Flight (W.O.F.) is a "view" orientated flight simulation for the Dragon 32 and Tandy colour 32k computers, - written entirely in machine language.

"View" orientated means that the pilot may determine his or her position by actually viewing the surrounding landmarks and features as opposed to flying on instruments only.

The craft is a light weight, low winged, single engined aeroplane, with a nose wheel which is both steerable and retractable.

Most instrument manoeuvres and procedures may be practised, as well as aerobatics which include, aileron rolls, spins, stalls and sustained inverted flight.

100% machine code with high resolution graphics.

Requires 2 Potentiometer/Floating Joysticks



*Tandy Colour Version requires 32K
non-extended basic and is available only at Tandy Stores.*

Mail Order Sales from
Microdeal Mail Order 41 Truro Rd,
St. Austell Cornwall PL25 5JE

Credit Card Sales
Phone 0726 73456



Dealers Contact

MICRODEAL DISTRIBUTION
0726 73456

TIGER TRADER 0925 55222
TWANG WHOLESALE 0734 580200
CENTRESOFT
021 359 3020

Selected Microdeal Titles available from computer dealers nationwide or from larger branches of

John Menzies

Stores

and

